

The
(Not Really)
Complete
Tome of Spells
(updated)

Introduction

Like many other people who are enjoying D&D5e, I WANT MOAR SPELLS NOW!!!, so I decided to convert them. I first looked through some 3.x edition spells (no, I never got into 4e) but then decided, the hell with it. I went to my bookshelf and grabbed all four volumes of the *Wizard's Spell Compendium* and the three volumes of the *Priest's Spell Compendium*, all from AD&D Second Edition, which have been sitting there gathering dust for nearly two decades. I figured that I might as well get *some* use out of them, and anyway, everyone else is going to convert things from later editions, and 5e has kinda the same sort of feel 2e. And then I got to work.

I have obviously not converted every spell in those books. There were a lot of spells that were basically duplicates of each other (how many spells that turn your arms into snakes does any one system *really* need?), a lot of spells that were very campaign-specific (no Spelljammer = no need for spells that affect the phlogiston) or involved mechanics that are no longer used (such as spells that are now metamagic, or how enchantment spells were originally used to, well, enchant items), and a lot of spells that were, quite frankly, pretty stupid (do you really need a spell that makes a friendly animal sleepy?). I just picked the ones I liked. My tastes are all over the place, so hopefully there's a spell for every purpose.

Many of these spells have been changed a bit from their original state. I felt that many of them were too powerful, or not nearly powerful enough for their level (for instance, there were some spells listed as 3rd, 4th, even 5th level that in 5e would be just a 1st-level spell now – and vice versa), did weird things that weren't necessary and just made the spell unnecessarily complicated, or could be better expressed as a variant of another spell; others spells simply needed to be altered to work well in 5e.

Many thanks to all you lovely folks at /r/rdndnext for corrections and suggestions.

Questions? Comments? Adorable cat picture you want to share?
Email me at faolyn@gmail.com.

Enjoy!

Disclaimer

The *Wizard's Spell Compendium Volumes I-IV* and the *Priest's Spell Compendium Volumes I-III* and everything in them are © TSR, Inc., and Wizards of the Coast, and have been updated without permission. No violation of copywrite is intended or implied. Everything here belongs to you, WotC. I would have asked permission but I was afraid the NO-SASE Ogre would eat my request. WotC has them trained, you know. Sneaky, sneaky WoTC.

Bard Spells

0th-Level Spells (Cantrips)

Alter Instrument
Blacksteet
Candletrick
Copy
Darsson's Cooling Breeze
Disarm
Distraction
Empathy
Fiery Eyes
Flashpuff
Handcandle
Haunting
Hold Portal
Legerdemain
Liquid Orb
Odeen's Magic Cloud
Odeen's Magic Tailor
Rainshield
Secret Signs
Smoke Shape
Sustain Fire
Talon's Waterproof
Thump
Warning Shout

1st-Level Spells

Alert Vigil
Arrowflight
Assess Value
Augment Artistry
Banish Dazzle
Calder's Starry Sky
Color
Compass
Dancing Fire
Diction
Elonia's Glamer
Erase
Exterminate
Filth's Bane
Fire Truth
Hair
Otto's Chime of Release

Ray of Fatigue
Special Effects

2nd-Level Spells

Agra's Ambush
Bliss
Call Society
Circle of Privacy
Cook
Create Campsite
Detect Charm
Echoes
Exorcism
Fire Arrows
Immurk's Distraction
Intensify Sensation
Mistaken Missive
Moon Rune
Otto's Soothing Vibrations
Prisma's Handy Mirror
Seal Mouth
Whispers
Zone of Deception

3rd-Level Spells

Amanuensis
Animal Trick
Boon of Fortune
Castigate
Comfort
Conceal Item
Farspeaker
Fool's Speech
Helping Hand
Impenetrable Falsehood
Isolde's Answer
Know Customs
Merchant's Glamer
Mystic Rope
Singing Stone
Song of Compulsion

4th-Level Spells

Animate Flame
Everfull Quiver
Fire Charm
Fool's Gold

Hiding Place
Instant Audience
Kiss of Torment
Memory Read
Mirage
Music of the Spheres
Otto's Drums
Searing Song
Shout
Siren Song
Talon's Skitmaster
Talon's Soundmaster

5th-Level Spells

Battletide
Chromatic Blade
Glyph of Revealing
Lorloveim's Creeping Shadow
Love Charm
Moonbow
Scapegoat
Shadow Blink
Shadow Play
Shadowcat
Trick

6th-Level Spells

Laughing Water
Major Curse
Skylight Blade
Spectral Beast
Starharp
Wail of the Banshee

7th-Level Spells

Endless Dance
Gullship
Mass Dominate
Nymph's Beauty
Power Word Sleep

8th-Level Spells

Call of Despair
Disbelief
Power Word Blind

9th-Level Spells

Breath of Life
Harp of War

Cleric Spells

0th-Level Spells (Cantrips)

Bloodbridge
Call Upon Faith
Candletrick
Copy
Death Prayer
Empathy
Handcandle
Hold Portal
Liquid Orb
Orison
Pain
Phantom Plow
Rainshield
Ritual Strength
Sustain Fire
Thump

1st-Level Spells

Alert Vigil
Assess Value
Beneficence
Calder's Starry Sky
Dancing Fire
Death Candle
Detect Harmony
Diction
Ease Labor
Erase
Exterminate
Favor of the Earth
Fertility
Filth's Bane
Fire Truth
First Strike
Hair
Idea
Protective Amulet
Ray of Fatigue

Sacred Guardian
Secret Page
Spirit Mask

2nd-Level Spells

Agra's Ambush
Ancestral Blessing
Bliss
Call Society
Death Recall
Decastave
Detect Charm
Elude Blow
Exorcism
Favor of Good Luck
Favor of Ill Luck
Favor of Serendipity
Fireproof
Firestaff
Moon Rune
Nap
Preservation
Prismal's Handy Mirror
Revenance
Skull Watch
Thunderball
Zone of Deception

3rd-Level Spells

Amanuensis
Amulet
Anesthesia
Astral Awareness
Castigate
Comfort
Curse Tablet
Enervation
Farspeaker
Favor of Amelioration
Fire Aura
Helping Hand
Holy Flail
Know Customs
Lightning Rod
Nchaser's Glowing Globe
Nightscar
Resist Turning

Shape Wood
Spring
Sunbolt

4th-Level Spells

Adamantine Mace
Barrier Reaver
Blessed Forgetfulness
Chant
Control Temperature
Depress Resistance
Dimensional Anchor
Favor of the Flying Horse
Fire Charm
Guardian Weapon
Guardian Seal
Hurl Thunderbolt
Ilyykur's Mantle
Invisibility Purge
Iron Maiden
Log to Lizard
Mass Protection from Evil and Good
Music of the Spheres
Return to Earth
Sacred Strike
Sticks to Snakes
Vision Stone
Wing Gifting

5th-Level Spells

Ballant's Stonestrength
Bestow Enchantment
Blessed Abundance
Cloud of Purification
Cloud of Putrefaction
Draw Upon Holy Might
False Vision
Favor of the Ocean Winds
Fireward
Impending Permission
Metal Shape
Oathbinding
Pillar of Borogar
Possess
Rary's Replay
Resist Magic

Sarcophagus of Death
Scapegoat
Telepathic Broadcast
Throbbing Bones

6th-Level Spells

Conjure Divine Minion
Horn of Plenty
Imbue with Purpose
Ironwood
Laughing Water
Major Curse
Mass Protection from Energy
Obedience
Obold's Brightness
Prophecy
Spirit of Flame
Transmute Bone to Steel
True Name

7th-Level Spells

Ballant's Stonesplit
Bolt of Glory
Cyclone Chariot
Glassteel
Hovering Road
Legal Thoughts
Pool of Deeds
Right of Might
Seal of Destiny
Seven-Eyes
Soul Anchor
Sphere of Adaptation
Tenfold Ironguard
Touch of the Styx

8th-Level Spells

Airboat
Chariot of Sustarre
Circle of Blindness
Crown of Angels
Divine Truth
Lightning Storm
Longevity
Magic Susceptibility
Mass Contagion
Power Word Blind

Quench the Spirit
Screen
Simbul's Skeletal Deliquescence
Smite
Storm
Succor
Vaporize

9th-Level Spells

Ancient Curse
Breath of Death
Breath of Life
Call
Death Pact
Power Word Banish
Rising Colossus
Skip Day

Druid Spells

0th-Level Spells (Cantrips)

Allergy Field
Bloodbridge
Call Upon Faith
Darsson's Cooling Breeze
Death Prayer
Disarm
Erik's Quills
Hailstone
Handfang
Leaf into Dagger
Liquid Orb
Nature Call
Rainshield
Ritual Strength
Secret Signs
Smoke Shape
Sustain Fire

1st-Level Spells

Adhesion
Alert Vigil
Animal Animosity
Banish Dazzle
Beneficence

Blood Bond
Calder's Starry Sky
Compass
Dancing Fire
Death Candle
Detect Harmony
Drawmij's Breath of Life
Ease Labor
False Tracks
Favor of the Earth
Fertility
Fist of Stone
Gift of Speech
Hail of Stone
Magical Tether
Protective Amulet
Reed Staff
Sacred Guardian
Sea Sight
Segoan's Armor
Sharptooth
Spirit Mask
Swim
Weapon of the Earth

2nd-Level Spells

Ancestral Blessing
Banish Blight
Beastmask
Call Society
Circle of Privacy
Cook
Create Campsite
Decastave
Detect Charm
Drawmij's Scent Mask
Drawmij's Swift Mount
Drenal's Stone Flame
Exorcism
Fang Fist
Fireproof
Grassdart
Ground Trace
Hurl Rock
Moon Rune
Preservation
Sap

Scent of Vengeance
See Through Other Eyes
Shark Bolt
Splinter Wood
Thunderball
Wolfjaws
Wyvern Watch

3rd-Level Spells

Amulet
Anesthesia
Animal Trick
Blossom
Comfort
Dig
Doomhound
Drought
Entomb
Favor of Amelioration
Hibernation
Javelin
Lightning Rod
Mass Jump
Mordenkainan's Defense
 Against Beasts
Mordenkainen's Defense
 Against Slime
Mystic Rope
Nectar
Restore Earth
Sand Sword
Seeking
Snapdragon
Spring

4th-Level Spells

Adamantine Mace
Alter Path
Animate Flame
Chilling Scythe
Control Temperature
Control Vapor
Favor of the Flying Horse
Fire Charm
Log to Lizard
Mirage

Mordenkainen's Defense
 Against Lycanthropes
Needlestorm
Pit
Sargasso
Shape Wood
Shellskin
Speak with Water
Sticks to Snakes
Sunbolt
Wing Gifting

5th-Level Spells

Animal Transfer
Ballant's Stonestrength
Blessed Abundance
Converse
Fireward
Frce Shapechange
Lizard Limbs
Nature's Charm
Oathbinding
Rising Rot
Shadowcat
Stone Tell
Tame Animal
Thornwrack
Wingbind

6th-Level Spells

Age Animal
Animate Blood
Arrow of Bone
Channel Flame
Curse of Lycanthropy
Earthmaw
Horn of Plenty
Imbue with Purpose
Laughing Water
Lightning Curtain
Mass Protection from Energy
Scalesnare
Skylight Blade
Spectral Beast
Web of Shadows

7th-Level Spells

Amorphous Blob
Ballant's Stonesplit
Conjure Beast Spirits
Intensify Nature
Nymph's Beauty
Pool of Deeds
Power Word Sleep
Unburn

8th-Level Spells

Airboat
Chariot of Sustarre
Divine Truth
Heartseeker
Lightning Storm
Longevity
Storm

9th-Level Spells

Ancient Curse
Ivy Siege
Renew Deposit

Paladin Spells

1st-Level Spells

Alert Vigil
Beneficence
Blood Bond
Compass
Death Candle
Filth's Bane
Fire Truth
First Strike
Fist of Stone
Hair
Laeral's Cutting Hand
Sacred Guardian
Weapon of the Earth

2nd-Level Spells

Ancestral Blessing
Call Society
Death Recall

Detect Charm
Drawmij's Swift Mount
Exorcism
Favor of Good Luck
Scent of Vengeance
Weapon Shift

3rd-Level Spells

Castigate
Dragon Breath
Favor of Amelioration
Holy Symbol
Mass Protection from Evil and Good
Nightscar
Phantom Arms and Armor
Ray of Paralysis
Sand Sword

4th-Level Spells

Bands of Sirellyn
Barrier Reaver
Chant
Dimensional Anchor
Favor of the Flying Horse
Guardian Seal
Ice Blade
Invisibility Purge

5th-Level Spells

Battletide
Blessed Abundance
Chromatic Blade
Draw Upon Holy Might
Force Shapechange
Oathbinding
Resist Magic

Ranger Spells

1st-Level Spells

Adhesion
Alert Vigil
Animal Animosity
Arrow Flight

Banish Dazzle
Blood Bond
Calder's Starry Sky
Drawmij's Breath of Life
Drawmij's Light Step
False Tracks
First Strike
Reed Staff
Sharptooth
Weapon of the Earth

2nd-Level Spells

Alter Luck
Ancestral Blessing
Beastmask
Call Society
Circle of Privacy
Cook
Create Campsite
Decastave
Drawmij's Scent Mask
Drawmij's Swift Mount
Elude Blow
Fang Fist
Favor of Serendipity
Fire Arrows
Firestaff
Ground Trace
Hurl Rock
Nap
Scent of Vengeance
Snare
Splinter Wood
Tenser's Hunting Hawk
Venomous Blade
Weapon Shift
Wolfjaws

3rd-Level Spells

Amulet
Anesthesia
Animal Trick
Archer's Redoubt
Bearhug
Boon of Fortune
Comfort
Dig

Javelin
Mordenkainen's Defense
 Against Beasts
Mordenkainen's Defense
 Against Slime
Seeking
Weapon Return

4th-Level Spells

Alter Path
Control Vapor
Everfull Quiver
Ice Blade
Mordenkainen's Defense
 Against Lycanthropes
Pit
Watching Shadow

5th-Level Spells

Blessed Abundance
Electric Bow
Favor of the Ocean Winds
Force Shapechange
Moonbow
Oathbinding
Tame Animal

Sorcerer Spells

0th-Level Spells (Cantrips)

Bloodbridge
Deepen Shadows
Disarm
Empathy
Fiery Eyes
Flashpuff
Hailstone
Handcandle
Liquid Orb
Odeen's Magic Cloud
Pain
Rainshield
Ritual Strength
Scatterspray
Smoke Shape

Special Effects
Talon's Waterproof
Warning Shout

1st-Level Spells

Color
Creeping Darkness
Dancing Fire
Elonia's Glamer
Exterminate
Fist of Stone
Frost Fingers
Idea
Ladder
Laeral's Cutting Hand
Magical Tether
Ray of Fatigue

2nd-Level Spells

Agra's Ambush
Body Blades
Drenal's Stone Flame
Echoes
Fiery Fists
Firestaff
Frostfire
Hurl Rock
Intensify Sensation
Primal's Handy Mirror
See Through Other Eyes
Sinister Surroundings
Skyhook
Thunderball
Wyvern Watch

3rd-Level Spells

Acid Lash
Darkbolt
Dig
Dire Charm
Dragon Breath
Fire Aura
Frost Whip
Mass
Mass Jump
Mystic Rope
Nystul's Radiant Baton

Ray of Paralysis
Read Object
Scalding Spout
Shadow Dance
Whip of Flame

4th Level Spells

Bands of Sirellyn
Barrier Reaver
Burning Blood
Control Temperature
Depress Resistance
Dimensional Anchor
Drawmij's Instant Exit
Enervation
Hurl Thunderbolt
Ice Blade
Ilyykur's Mantle
Kiss of Torment
Pit
Rusting Grasp
Shout
Sunbolt
Watching Shadow
Wing Gifting

5th-Level Spells

Age Object
Animal Transfer
Bestow Enchantment
Channel Flame
Chromatic Blade
Lorloveim's Creeping Shadow
Magnetism
Love Charm
Rain of Blood
Resist Magic
Sand Shroud
Shadow Blink
Shandaril's Tracer
Telepathic Broadcast

6th-Level Spells

Animate Blood
Catching Chain
Nerve Dance
Obold's Brightness

Poison
Spectral Beast
Spirit of Flame
Wail of the Banshee

7th-Level Spells

Acid Storm
Ballant's Stonesplit
Biting Shadow
Conjure Beast Spirits
Cyclone Chariot
Duo-Dimension
Gullship
Primal's Pictograph
Right of Might

8th-Level Spells

Call of Despair
Disbelief
Glass Storm
Gunther's Kaleidoscopic Strike
Hornung's Random Dispatcher
Laeral's Invisible Blade
Magic Susceptibility
Vaporize

9th-Level Spells

Black Blade of Disaster
Body Link
Crystalbrittle
Energy Drain
Heart Call
Skip Day

Warlock Spells

0th-Level Spells (Cantrips)

Candletrick
Copy
Deepen Shadows
Disarm
Distraction
Empathy
Fiery Eyes

Flashpuff
Handcandle
Handfang
Hold Portal
Liquid Orb
Pain
Rainshield
Ritual Strength
Scatterspray
Secret Signs
Smoke Shape
Talon's Waterproof

1st-Level Spells

Adhesion
Augment Artistry
Beneficence
Bloodbridge
Calder's Starry Sky
Color
Compass
Creeping Darkness
Diction
Elonia's Glamer
Erase
Exterminate
Fire Truth
Gift of Speech
Hair
Idea
Ladder
Laeral's Cutting Hand
Protective Amulet
Ray of Fatigue
Sea Sight
Secret Page
Special Effects
Spirit Mask

2nd-Level Spells

Agra's Ambush
Ancestral Blessing
Bliss
Death Recall
Decastave
Detect Charm
Echoes

Exorcism
Favor of Good Luck
Favor of Ill Luck
Firestaff
Frostfire
Ground Trace
Intensify Sensation
Moon Rune
Prismal's Handy Mirror
Seal Mouth
See Through Other Eyes
Sinister Surroundings
Skyhook
Splinter Wood
Whispers

3rd-Level Spells

Amanuensis
Amulet
Astral Awareness
Curse Tablet
Darkbolt
Dragon Breath
Fool's Speech
Ilyykyr's Mantle
Isolde's Answer
Nchaser's Glowing Globe
Ray of Paralysis
Read Object
Seeking
Sunscorch
Venomdust

4th Level Spells

Bands of Sirellyn
Chilling Scythe
Create Darkenbeast
Cursed Image
Depress Resistance
Dimensional Anchor
Drawmij's Instant Exit
Enervation
Fire Charm
Glasse
Guardian Seal
Hiding Place
Invisibility Purge

Kiss of Torment
Memory Read
Sacred Strike
Shadowstrike
Shout
Simulate Skill
Siren Song

5th-Level Spells

Bestow Enchantment
Break Limb
Converse
False Vision
Lorloveim's Creeping Shadow
Magnetism
Oathbinding
Pillar of Borogar
Possess
Rary's Replay
Resist Magic
Sand Shroud
Sarcophagus of Death
Scapegoat
Shadow Play
Shadowcat
Shandaril's Tracer
Telepathic Broadcast
Throbbing Bones
Trick

6th-Level Spells

Arrow of Bone
Earthmaw
Imbue with Purpose
Poison
Scalesnare
Skylight Blade
Spectral Beast
Tattoo of Power
Tentacles
Tentacle of Withering
True Name
Wail of the Banshee

7th-Level Spells

Amorphous Blob
Ballant's Stonesplit

Biting Shadow
Hovering Road
Prismal's Pictograph
Soul Anchor
Sphere of Adaptation
Tenfold Ironguard

8th-Level Spells

Call of Despair
Divine Truth
Heart of Stone
Hornung's Random Dispatcher
Laeral's Invisible Blade
Lightning Storm
Longevity
Magic Susceptibility
Quench the Spirit
Storm
Vaporize

9th-Level Spells

Ancient Curse
Bad Medicine
Body Link
Call
Chain Madness
Death Pact
Heart Call
Skip Day

Wizard Spells

0th-Level Spells (Cantrips)

Bigby's Bookworm Bane
Blacksteel
Bloodbridge
Candletrick
Copy
Darsson's Cooling Breeze
Deepen Shadows
Disarm
Fiery Eyes
Flashpuff
Handcandle
Handfang

Haunting
Hold Portal
Liquid Orb
Odeen's Magic Tailor
Pain
Rainshield
Scatterspray
Secret Signs
Smoke Shape
Squeaking Floor
Warning Shout

1st-Level Spells

Adhesion
Assess Value
Blood Bond
Calder's Starry Sky
Color
Creeping Darkness
Dancing Fire
Detect Metals and Minerals
Detect Secret Passages and Portals
Diction
Drawmij's Breath of Life
Drawmij's Light Step
Erase
Exterminate
Filth's Bane
Fire Truth
Fist of Stone
Frost Fingers
Hair
Idea
Ladder
Laeral's Cutting Hand
Magical Tether
Protective Amulet
Ray of Fatigue
Secret Page
Special Effects

2nd-Level Spells

Agra's Ambush
Bigby's Dexterous Digits
Bliss
Body Blades

Call Society
Cook
Death Recall
Decastave
Deeppockets
Drawmij's Swift Mount
Drenal's Stone Flame
Elude Blow
Fiery Fists
Fireproof
Firestaff
Hurl Rock
Immurk's Distraction
Intensify Sensation
Leomund's Trap
Mistaken Missive
Moon Rune
Prismal's Handy Mirror
Seal Mouth
See Through Other Eyes
Shark Bolt
Sinister Surroundings
Skull Watch
Skyhook
Splinter Wood
Thunderball
Venomous Blade
Whispers
Wolfjaws
Wyvern Watch

3rd-Level Spells

Acid Lash
Amanuensis
Amulet
Astral Awareness
Curse Tablet
Darkbolt
Dig
Dire Charm
Doomhound
Dragon Breath
Encrypt
Entomb
Farspeaker
Fire Aura
Fool's Speech

Frost Whip
Helping Hand
Impenetrable Falsehood
Isolde's Answer
Know Customs
Mass
Mass Jump
Merchant's Glamer
Mordenkainen's Defense
 Against Beasts
Mordenkainen's Defense
 Against Slime
Mystic Rope
Nchaser's Glowing Globe
Nightscar
Nystul's Radiant Baton
Otiluke's Orb of Containment
Phantom Arms and Armor
Ray of Paralysis
Read Object
Restore Earth
Scalding Spout
Seek Teleporter
Shadow Dance
Shoondal's Seeking
Sunscorch
Teleport Object
Thief's Lament
Venomdust
Whip of Flame

4th Level Spells

Agitate Wounds
Alter Path
Animate Flame
Bands of Sirellyn
Barrier Reaver
Bigby's Force Sculpture
Bone Seize
Burning Blood
Control Temperature
Control Vapor
Create Darkenbeast
Cursed Image
Darsson's Potion
Depress Resistance
Despair

Dimensional Anchor
Drawmij's Instant Exit
Energization
Fire Charm
Fool's Gold
Glasse
Guardian Seal
Ice Blade
Ilyykur's Mantle
Invisibility Purge
Lightning Shield
Mass Protection From Evil and
 Good
Memory Read
Mirage of Despair
Mordenkainen's Defense
 Against Lycanthropes
Nystul's Blacklight Burst
Pit
Projected Magnification
Rastor's Mystical Spy
Rusting Grasp
Shadow Strike
Simulate Skill
Sleepwalking
Vision Stone
Watching Shadow
Wing Gifting

5th-Level Spells

Age Object
Animal Transfer
Ballant's Stonestrength
Bestow Enchantment
Break Limb
Chromatic Blade
Cloud of Purification
Cloud of Putrification
Deathmaster's Vial
False Vision
Glyph of Revealing
Hard Water
Impending Permission
Love Charm
Magnetism
Metal Shape
Nature's Charm

Possess
Rain of Blood
Rary's Replay
Resist Magic
Sand Shroud
Scapegoat
Shandaril's Tracer
Tasirin's Haunted Sleep
Telepathic Broadcast

6th-Level Spells

Animate Blood
Catching Chain
Channel Flame
Dead Man's Eyes
Distort
Dusts of Death
Earthmaw
Graft
Imbue with Purpose
Ironwood
Lightning Curtain
Mass Protection from Energy
Nerve Dance
Obedience
Poison
Scalesnare
Skylight Blade
Spirit of Flame
Tattoo of Power
Tentacles
Tentacles of Withering
True Name
Web of Shadows

7th-Level Spells

Acid Storm
Amorphous Blob
Ballant's Stonesplit
Biting Shadow
Corpse Host
Duo-Dimension
Flame Harvest
Glassteel
Hovering Road
Legal Thoughts
Mass Dominate Person

Mindkiller
Otiluke's Siege Sphere
Power Word Sleep
Prismal's Pictograph
Rain of Terror
Right of Might
Seven-Eyes
Sphere of Adaptation
Suffocate
Timed Stasis
Unburn

8th-Level Spells

Alter Beast
Disbelief
Evolve
Glass of Storm
Gunther's Kaleidoscopic Strike
Heart of Stone
Hornung's Random Dispatcher
Khelben's Blackstaff
Laeral's Invisible Blade
Lifeblend
Lightning Storm
Longevity
Magic Susceptibility
Otiluke's Fire and Ice
Power Word Blind
Sand Gems
Simbul's Skeletal Deliquescence
Storm
Succor
Vaporize
Year Stealing

9th-Level Spells

Black Blade of Disaster
Body Link
Breath of Death
Breath of Life
Call
Chain Madness
Crystalbrittle
Elminster's Effulgent Epuration
Energy Drain
Estate Transference
Heart Call

Mage Tunnel
Power Word Banish
Rising Colossus
Skip Day
Skycastle
Timelessness

Acid Lash

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (three drops of an acidic liquid)

Duration: 1 minute

You create a ten-foot long, vividly-purple, glowing line of magical force, which you can use as a whip. You use your spell attack modifier to attack. On a hit, it does 2d10 acid damage. If it does at least 15 points of damage, and if the target is wearing armor, the armor's AC is permanently reduced by one level of effectiveness. If it is reduced to AC 10, it is destroyed.

Acid Storm

7th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 minute

A storm made of gelatinous, acidic droplets appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 4d10 acid damage on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm and for one round afterwards.

Adamantine Mace

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprinkle of diamond powder)

Duration: 1 minute

You transform your own cudgel, mace, staff, or other bludgeoning weapon into one made of pure elemental adamantine. It does an additional 2d12 bludgeoning damage on a successful hit and acts as a magical weapon.

Adhesion

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered horse's hoof)

Duration: 1 hour

You bring together two solid, inanimate objects, which become stuck together. It requires a DC 15 Strength (Athletics) ability check to pry the two objects apart or a *dispel magic* spell.

At Higher Levels. When you cast this spell with a 3rd-level spell slot, you increase the ability check DC to 20. When you cast this spell with a 6th-level spell slot, you increase the ability check DC to 25.

Age Animal

6th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

This spell ages any beast or monstrosity with an Intelligence of 4 or less, at a rate of one year per round you concentrate.

Age Object

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a flask of seawater and a piece of coal)

Duration: Instantaneous

You instantly age an item by up to 100 years. The actual effect depends on the nature of the item—iron and steel will rust and corrode, masonry will crack and weaken, wood will rot away to nothing, and so on.

Agitate Wounds

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

You choose one creature that you see within range that has recently been injured by an edged weapon (the creature must not be at full hit points). This spell will cause bound wounds to reopen and unbound wounds to bleed profusely. The target takes 2d6 damage and must make a Constitution saving throw. On a success, the target takes no more damage. On a failure, the target takes another 1d4 damage each round until the wound is treated.

Agra's Ambush

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (roughly-ground glass, which must be sprinkled in a circle around the recipient)

Duration: 1 hour

You provide protection for yourself or one willing creature against unwanted mental intrusion. The trap will be triggered if a protected creature be affected by a spell or effect that would sense its emotions, read its thoughts, or put the charmed condition on it. The attacker must make a Wisdom saving throw. The attacker takes 3d10 psychic damage on a failed saving throw, or half as much damage on a successful one.

Once this spell has been triggered, it ends.

Airboat

8th-level transmutation (ritual)

Casting Time: 1 action

Range: 5 miles

Components: V, S

Duration: Concentration, up to 12 hours

You must be outside to cast this spell. You point to a cloud, which immediately descends towards you and changes shape until it becomes a ship made of clouds. The exact shape depends on your whims—it can look like a caravel, dragon-galley, rowboat, etc.

You and up to eight other creatures of your choice may board the airboat, which flies at a speed of 100 feet under your telepathic command.

You are considered to have proficiency with the airboat. The airboat has an AC of 13 and 20 hit points.

At Higher Levels. When cast with a 9th-level spell slot, you may bring up to sixteen other creatures onboard with you.

Alert Vigil

1st-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 6 hours

You or one willing creature of your choice is kept wide awake and alert for the spell's duration, allowing them to stand guard without fear of falling asleep. The creature will not suffer any exhaustion due to missed sleep. In addition, the creature has advantage on Wisdom (Perception) checks made while on guard.

A creature may not have this spell cast on it another time until it has had a long rest.

Allergy Field

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ragweed)

Duration: 1 minute

You indicate a point within range. All creatures within 10 feet of that point must make a Constitution at advantage saving throw or be incapacitated for the next minute due to uncontrollable sneezing. At the beginning of its turn, a creature may make a Constitution saving throw, ending the effect on a success. A creature who is immune to being poisoned cannot be affected by this spell.

Alter Beast

8th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (two strands of gold twisted together to form a double helix)

Duration: Instantaneous

You may sculpt part of a living being's body as you wish. For instance, you could change paws into hands, make a quadruped walk upright, enlarge a creature's brain, and so on. The creature may make a Constitution saving throw to resist. On a success, you make the changes you want. On a failure, you make the changes you want and the creature also takes 3d6 necrotic damage as its body is painfully rearranged.

The changes you make are permanent and might be passed down to any offspring it may have.

Alter Instrument

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You may transform one musical instrument into another one of similar size (up to 50% larger or smaller) with which you are familiar. It remains in this shape for as long as you are touching it. If you put it down, it reverts to its normal shape.

The spell's duration increases to 1 hour when you reach 5th level and 3 hours when you reach 11th level.

Alter Path

4th-level transmutation

Casting Time: 1 action

Range: Self (10-foot line)

Components: V, S, M (a knife blade, the straw from a broom, and a handful of pebbles)

Duration: Concentration, up to 1 hour

When you cast this spell, you pick one of the following options:

◆ **Clear Path.** The road ahead of you to a distance of ten feet is cleared of debris as you walk, providing you with a easy path.

◆ **Clutter Path.** The road behind you is strewn with debris to a distance of ten feet, turning the path behind you into difficult terrain.

Only relatively light debris, such as light branches and gravel, is moved. Large obstacles such as fallen trees are unaffected.

Amanuensis

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a quill pen and something to write on)

Duration: Concentration, up to 1 hour

You animate a quill pen to precisely duplicate any form of nonmagical writing you see.

Amorphous Blob

7th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a glass orb or bottle filled with a specially-prepared, viscous fluid)

Duration: 24 hours

You prepare a special fluid inside of a glass orb, a process that takes ten minutes. At any time in the next 24 hours, you may break the orb, releasing the blob within. The blob has the same attributes as the ochre jelly (*Monster Manual* pg.243). At the end of the 24 hours, if the blob has not been released, the fluid breaks down and becomes useless.

The blob has no ability to discern friend from foe and will attack indiscriminately.

Amulet

3rd-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (any object worth at least 5 gp and a relic of the creature to be affected)

Duration: 1 month

You create a token that repels one specific creature that is feared by many. You must provide either the creature's name or a description of the creature (such as "the vampire Ebon Thuthane" or "the giant one-eyed boar that destroyed hamlet of Marswick"). When the person who wears the token confronts this creature in melee combat, it must

make an Intelligence saving throw or be at disadvantage on attack rolls against the wearer.

Anesthesia

3rd-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a petal from a lotus flower)

Duration: Concentration, up to 1 hour

You render one living creature you can touch unconscious and insensate. The target creature may attempt a Constitution saving throw, ending this effect on a success. Undead, constructs, and creatures that are immune to being charmed or unconscious are immune to this spell.

Upon waking up, the creature has disadvantage on all rolls for 1 minute.

Ancestral Blessing

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a dozen grains of any cereal or grain and a thimble filled with wine)

Duration: Special

You call upon your ancestor spirits for advice or protection. You may ask it to complete one task for you:

◆ **Oracle.** You ask the spirit a question, which it answers to the best of its ability. It will not lie to you, but it may not know the answer.

◆ **Blessing.** The spirit blesses you. For the next 24 hours, you have advantage on one saving throw of your choice.

◆ **Guardianship.** The spirit will guard your home or workspace. It will alert you instantly if there are any intruders, no matter

where you are (as long as you are on the same plane), but it cannot fight or otherwise interfere. It will remain for one month before departing.

Ancient Curse

9th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V

Duration: Permanent

You touch an altar, shrine, icon, the gate of a cemetery, or other object that is dedicated to your god. If this object is desecrated, then this spell is triggered and the person or people who committed the desecration is cursed. The curse can take any form; the following are the more common:

- ◆ Choose one ability score. While cursed, the target's score is reduced by 1d4 and the target has disadvantage on ability checks and saving throws made with that ability score.

- ◆ The target is haunted by poltergeist (*Monster Manual*, pg.27.)

- ◆ The target is haunted by ill luck. It has disadvantage three times per day on any important roll (DM's discretion).

- ◆ The target is prone to mishap. A roll of 1-5 counts as a critical failure.

- ◆ The target gains a degenerative disease. Every month, one of its attributes is reduced by 1 and its hit point total is reduced by 1d6.

- ◆ The target is easily injured. All attacks made against the target do an extra 1d6 damage.

- ◆ The target is cursed with poverty. Within 24 hours of gaining 10 gp or more, or gaining property worth 10 gp or more, the target will lose half of it.

The affects are not instantaneous but develop over the course of months to a year.

This spell can be broken by *remove curse* cast by a priest of the same god the target offended. It can also be removed if the target fixes the damage it caused and dedicates itself to serving that god.

Animal Animosity

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours

One creature you can see within range must make a Wisdom saving throw or develop a hateful aura beasts can sense. All beasts with an Intelligence of 4 or lower who come within 30 feet of the target will become angry with that target and may attempt to attack it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st.

Animal Transfer

5th-level necromancy

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 hour

You transfer your mind into the body of a beast, who may make a Charisma saving throw. You gain full control of the beast's body and senses. You retain your mental abilities, but cannot cast spells while in this form, and you have the physical abilities of the creature you have taken over. Your body is comatose during this time; the animal's mind is suppressed.

If the animal dies while you are controlling it, your mind instantly returns to your own body. You suffer 3d6 psychic damage

and must make a DC 15 Wisdom saving throw. On a failure, you suffer from a form of insanity for an hour where you believe you are that animal and you act accordingly.

Animal Trick

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You choose one beast you can see and that can hear you and get it to perform one trick for you. As long as the trick is within that creature's physical capabilities, it will perform the trick to the best of its ability. The animal is unlikely to understand abstract reasoning and must have your request spelled out in detail.

Animate Blood

6th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (6 drops of your blood)

Duration: 10 minutes

You animate your own blood, creating six tiny, droplet-shaped constructs; these droplets are blood-red and have small black eyes. Each of these droplets has AC 14, 2 hp, a speed of 60, Stealth +10, and the ability to long-jump 20 feet and high-jump 10 feet. Any droplet that moves more than 150 feet away from you becomes inert.

You are mentally linked to each of the droplets and may switch your perception to one of the creatures in order to use their senses as your own by using your action.

You may also use your action to direct one of the droplets to attack, using your spell attack modifier. If your attack succeeds, the

droplet has hit, causing 3d10 acid damage and 3d10 necrotic damage.

Animate Flame

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You animate a Medium-size nonmagical flame, causing it leave its source of fuel and move in your direct with a speed of 30 feet. It does not require fuel during this time.

The animated fire causes 1d10 fire damage to any creature it touches and it automatically ignites combustible material.

Archer's Redoubt

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of metal from a shield)

Duration: 10 minutes

You create an immovable, nearly invisible barrier around yourself or one willing creature. This barrier is solid save for an "arrow slit" and grants the target AC 18. The target may fire a bow or crossbow through the slit and may mentally command the slit to move, thus allowing the target to fire in any direction.

Arrow of Bone

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered sliver of bone mixed with acid or the blood of an acidic creature, which is used to make the ink)

Duration: 1 minute

You paint runes of dire power on one missile or thrown weapon and it turns into chilling bone. You may then throw or fire the missile yourself or give it to a companion to use.

This missile does normal weapon damage, plus 10d10 necrotic damage, plus the target must make a Constitution saving throw or be poisoned for 1 minute. Creatures that are immune to necrotic damage or poison are immune to this spell and only take normal damage from the missile.

If the sliver of bone you use comes from a close blood relative of the target (sibling, parent, or child), then the person who is firing or throwing the missile has advantage on the attack.

Arrowflight

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of down from a flying bird)

Duration: Concentration, up to 1 minute

You touch a bow or crossbow. For the duration of this spell, the range for this weapon is doubled.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may affect one additional bow or crossbow for each slot level above 1st.

Assess Value

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch an item and instantly know its fair market value, to within 10%. This does

not take into consideration local conditions that may drive the price up or down.

Astral Awareness

3rd-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 6 hours

This spell grants you awareness of nearby movement on the Astral or Ethereal plane. Should any creature or “natural” phenomena from those planes approach you, this spell will alert you.

Augment Artistry

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scroll bearing a piece of epic poetry)

Duration: 24 hours

You or a willing target gains proficiency with one form of artisan’s tools. If the target already has proficiency in the desired tools, then that target may use double its proficiency bonus.

At Higher Levels. If you cast this spell with a 4th-level or higher spell slot, the target gains triple its proficiency bonus.

Bad Medicine

9th-level enchantment

Casting Time: 1 action

Range: 400 feet

Components: V, S, M (a bundle of indigenous herbs, the claw of an eagle, and the venom of a poisonous snake)

Duration: Permanent

You pick a point within range. All creatures within a 100-foot radius of that point are cursed, unless a Wisdom saving throw is

made. On a success, the curse fails to take hold. On a failure, all creatures within that radius are at disadvantage for all attack rolls, saving throws, and ability checks. You may dismiss this spell at any time. This spell can also be countered by a *remove curse* or similar spell, but each affected creature must be targeted separately.

Ballant's Stonesplit

7th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a diamond-tipped chisel worth 500 gp, which is consumed in the casting)

Duration: Instantaneous

You channel the power of extreme magical force and strike a Large or smaller rock or object (or portion of an object) made primarily of stone, such as a stone wall. When you touch the stone, brilliant magical light flares out and a huge glowing crack grows in the rock. At the end of your next turn, the rock crumbles into rubble.

At any point between your casting the spell and the end of your next turn, this spell can be countered by *dispel magic* or a similar effect, preventing the rock from crumbling.

If cast on a creature made from stone, such as a stone-based earth elemental (a gargoyle) or a stone golem, the creature may make a Constitution saving throw. The creature suffers 10d10 force damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. This spell can affect a Huge object and do 11d10 damage if cast with an 8th-level spell slot, and can affect a Gargantuan object and do 14d10 damage if cast with a 9th-level spell slot.

Ballant's Stonestrength

5th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small granite wedge and a pinch of powdered iron)

Duration: Instantaneous

You provide magical strength to a stone structure by providing it with temporary hit points equal to its regular hit points.

Optionally, this completely heals any stone-based creature, such as a gargoyle or a stone golem, or can be used to repair any damaged stone object (that has lost no more than 3/4 of its hit points), such as a wall or statue.

Banish Blight

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a single normal plant of Huge size or smaller and this spell wipes out all diseases in that plant permanently, restores any withered or shriveled fruit or leaves, and if you desire, causes it to produce new leaves or flowers. It does not restore heavily damaged or destroyed plants.

Bands of Sirellyn

4th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (three miniature interlocked bands of silver)

Duration: Concentration, up to 10 minutes

You conjure a number of shining metal bands which encircle and capture a Huge or smaller target of your choice within range. The target may make a Dexterity saving

throw to avoid capture. The escape DC is equal to 8 + twice your spell attack modifier.

At Higher Levels. If you cast this using a 5th-level or higher spell slot, the target has disadvantage on both the saving throw and the escape roll.

Banish Dazzle

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shard of glass or any clear stone)

Duration: 1 minute

You or one willing creature you touch becomes immune to being blinded by light, can see through nonmagical mirages and optical illusions, and has advantage on saving throws against spells that create visual illusions or cause blindness through light, color, or flame, such as *blinding smite*, *color spray*, or *holy aura*. This also keeps creatures with the Sunlight Sensitivity trait from taking disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. It does *not* protect creatures with Sunlight Hypersensitivity, however.

Barrier Reaver

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small metal key)

Duration: 1 round

You can force an opening in one magical barrier within range, including spells such as *antimagic field*, *prismatic wall*, *wall of fire*, *wall of stone*, and so on. You automatically open a hole in any barrier created through a spell of 4th level or lower. For a barrier created with a higher-level spell, make an ability check using your spellcasting ability. The DC

equals 10 + the spell's level. On a successful check, a hole appears.

Until the end of your next turn, you and other creatures may walk through the hole, cast spells through it, attack through it, and so on.

At the end of your next turn, the hole closes, inflicting 4d6 force damage on any creature still in the hole and shunting the creature either inside or outside the wall (50% chance of either).

Battlefide

5th-level transmutation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a piece of human hair as long as your hand)

Duration: Concentration, up to 1 minute

All creatures within 20 feet of you must make a Wisdom saving throw. A creature has its speed reduced by half, its initiative is at -2, and its AC is reduced by -1 on a failure; on a success, they are not affected by the spell. In addition, you gain +2 to AC, you gain advantage on Dexterity saving throws, and gain an extra action each round.

Bearhug

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of bear fur)

Duration: 1 minute

You gain the ability to bear hug a creature within one size category of you. If you successfully make an unarmed attack, you can grapple that creature (escape DC is equal to your spell save DC). As long as the grapple remains in effect, that target is restrained. At the start of each of your turns, you may

constrict, doing 2d8 + your Strength modifier in bludgeoning damage.

Beastmask

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wooden mask carved to look like the animal)

Duration: 12 hours

You or one willing creature is made to look, feel, sound, and smell exactly like a particular species of beast or monstrosity that has an Intelligence of 4 or lower—but only to other members of that species. Members of closely related species are also fooled; for instance, a dog mask will also fool wolves and death dogs, and a bear mask will also fool giant bears and owlbears. This spell does not give you any ability to communicate with that animal, however.

Beneficence

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 hour

You surround yourself with an aura of mystical wisdom and holiness, causing those who see you to believe you to be a holy person of virtue and kindness. For the duration, you gain proficiency and advantage in the skills Deception, Insight, Intimidation, and Persuasion when attempting to illicit positive reactions towards you or your church.

Bestow Curse

These are new variants of the spell *bestow curse* that appears in the *Player's Handbook*, pg.218. Most of these variants are useful only

if you are casting the spell with a 7th-level or higher spell slot.

- ◆ The target is in pain. It has disadvantage on all Dexterity skill checks its speed is reduced by 10 feet.

- ◆ The target exudes an aura of antipathy, causing creatures to have hostile feelings towards it. While cursed, the target has disadvantage on Deception and Persuasion skill checks.

- ◆ The creature is either deafened or blinded.

- ◆ The creature gains a deadly touch. Everything it touches takes 1d10 damage of a type of your choice. It cannot turn off this ability.

- ◆ The target develops an obviously supernatural and disturbing (and often ironic) physical trait. The creature may grow a pig's nose, pure black eyes, have its hair turn into serpents, smell like sulfur, and so on. While cursed, the target has disadvantage on Deception and Persuasion skill checks.

- ◆ The creature becomes insatiable. Whenever food or drink is present, the creature must make a Wisdom saving throw or stop whatever it is doing in order to eat or drink.

- ◆ Whenever the creature encounters a particular substance, it becomes incredibly nauseated. It must make a Constitution saving throw or become incapacitated for 1d6 rounds due to vomiting and dry heaves.

Bestow Enchantment

5th-level evocation

Casting Time: 1 round

Range: Touch

Components: V

Duration: Instantaneous

You give another willing creature a spell with a range of Self. That creature is then

able to control and benefit from that spell as if she had cast it herself.

Bigby's Bookworm Bane

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child-sized glove)

Duration: 10 minutes

You create a Tiny hand out of shimmering, translucent force. This hand immediately seeks out and destroys bookworms and other creatures that eat paper and glue. The *bookworm bane* has a Strength of 6 (-2) and a Dexterity of 12 (+1), so it can open books to seek out insects living inside. When it finds an intrusive creature of no larger than Tiny size, it automatically hits, doing 1 point of damage, which is more than enough to automatically squish a bookworm, roach, mouse, etc. The hand has 4 hit points and will not attack anything larger than Tiny, cannot defend itself, and can perform no other actions.

Bigby's Dexterous Digits

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pair of gloves stitched with your name and studded with gems worth at least 500 gp)

Duration: 1 minute

You create a pair of Tiny hands made of shimmering, translucent force in an unoccupied space that you can see within range.

The hands are objects that have AC 15 and 5 hit points. If all of the hands created by your spell are destroyed the spell ends. When you cast the spell and as a bonus action on your subsequent turns, you can move the hands up to 30 feet.

The hands perform various tasks for you, which you must decide upon when casting the spell.

Fantastic Fencers. The hands are created holding long blades made of force. They attack using your spell attack modifier, and can attack two different targets at once. On a hit, the target takes 1d8 force damage.

You may choose that the fencers do nonlethal damage instead, to use as a fencing partner. At the end of this version of the spell, all damage taken vanishes.

Feeling Fingers. The hands have a Strength and Dexterity of 8 (-1) but otherwise functions of an *unseen servant*. It also has an amazingly sensitive sense of touch: it has Perception 14 (+2) and has advantage on all Perception checks, allowing it to detect minute cracks and openings. You can choose to use your action to treat the hands as a sensor and feel through them.

Pugnacious Pugilist. The hands are clenched and covered with bandages, as if they belong to a boxer. They attack using your spell attack modifier. On a hit, the target takes 1d8 bludgeoning damage.

You may choose that the pugilists do nonlethal damage instead, to use as a boxing partner. At the end of this version of the spell, all damage taken vanishes.

Silencing Hand. The hands fly towards a target you choose within range that you can see and clamp themselves tightly over the creature's mouth, using your spell attack modifier to grapple the creature. While grappling a creature, the hands cannot be pulled away. The hands take only half the damage dealt to them and the creature grappled by the hands take the other half. While grappled, the creature is incapable of speaking and is at a disadvantage to all ranged attacks.

Strangling Grip. The hands fly towards a Small- or Medium-sized target you choose within range that you can see and grab onto its throat, using your spell attack modifier to attack. On a hit, it does 2d4 bludgeoning damage and the target is grappled (escape DC is your Spell Save DC). Until this grapple ends, the target can't breathe.

Bigby's Force Sculpture

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lump of clay with diamond dust in it)

Duration: Concentration, up to 1 hour

You create a visible plane of shimmering force that you can shape in any form you wish. The object you create must be fairly rigid, have no moving parts, and cannot possess finely-detailed features and cannot be larger than 10 cubic feet. If you create a weapon with it, it does 1d8 + your Strength modified bludgeoning damage.

The force sculpture is an object that has AC 15 and 15 hit points. When you cast the spell and as a bonus action on subsequent turns, you can move the sculpture up to 30 feet.

At Higher Levels. When cast with a 6th- or 7th-level spell slot, you can make a more complex sculpture. The item can have large, moving parts or have an edge or point, but it must still be rigid and cannot be larger than 50 cubic feet. It has AC 18 and has 20 hit points.

When cast with an 8th- or 9th-level spell slot, the sculpture can be very complex, contain small moving parts, and be very flexible. It can be any size up to 100 cubic feet.

Biting Shadow

7th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 minute

You create a smoky cloud whose area consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. When casting this spell, and as a bonus action on each of your turns afterwards, you may move the cloud 30 feet. It is capable of moving through a crack 1 inch wide without squeezing. This cloud is lined with dark mouths which are filled with gleaming black teeth. Each living or undead creature in the area must make a Dexterity saving throw. A creature takes 10d6 piercing damage on a failed saving throw, or half as much on a successful one.

Black Blade of Disaster

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a magical, weightless, black blade-shaped planer rift about 3 feet long. The blade strikes at any creature that you can see within its range, using your spell attack modifier and with advantage on the roll.

A creature hit by the *blade* must make a Constitution saving throw. The creature takes 15d10 necrotic damage on a failed saving throw, or half as much on a successful one. The blade can pass through any magical barrier, save an *antimagic fiend*. The blade cannot be harmed by physical attacks, but *dispel magic* and antimagic effects can affect it.

Blacksteel

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

One weapon you touch becomes completely matte-black and utterly silent—it makes no noise when being drawn, when striking someone even if it hits armor, or when dropped.

Blessed Abundance

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You can duplicate up to 2 pounds of animal or vegetable matter. You hold the object you wish to duplicate in your hands while you cast this spell. Magical items, minerals, and living creatures cannot be affected by this spell.

At Higher Levels. When you cast this spell with a slot of 6th level or higher, you can duplicate up to 2 additional pounds per spell slot above 5th.

Blessed Forgetfulness

4th-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a few drops of holy water)

Duration: Instantaneous

You touch a willing creature and remove one terrible memory it has. This can negate the effect of a failed fear or sanity check or simply remove a horrible memory that has no actual game effect. This has no effect on

magically-induced or altered memories. You cannot use this spell on yourself.

Bliss

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

You choose one creature within range you can see. That creature must make a Wisdom saving throw or fall into a trance of intense pleasure; for the duration of the spell, the creature is incapacitated.

Blood Bond

1st-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a length of red silk ribbon)

Duration: 10 minutes

You link the health of two creatures together. Any damage one creature takes is split evenly between the two.

Bloodbridge

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (two golden needles)

Duration: Instantaneous

You touch two creatures and draw blood out from one (the “donor”), channel it through yourself, and infuse it into the other (the “recipient”). This causes the donor to lose hit points equal to 1d6 + your spellcasting ability modifier and the recipient to gain that number of hit points. The donor does not need to be willing and may make a Dexterity saving throw to evade your grasp. This spell has no effect on undead, con-

structs, plants, and other creatures that lack blood.

Blossom

3rd-level transmutation (ritual)

Casting Time: 3 hours

Range: self (300-foot radius)

Components: V, S, M (an ear of grain and a gallon of water)

Duration: Instantaneous

You spend three hours meditating and the area around you becomes much more verdant and fertile than it was before. If the land was dry, it becomes moist. If the land was waterlogged and swampy, the water drains away to reveal fresh loam.

This spell cannot, in and of itself, overcome truly bad conditions such as that caused by a long and terrible drought, but it can help to improve conditions somewhat.

A particular plot of land can only be affected by this spell once per season, and the effects last until the end of the current growing season.

Body Blades

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (two sharp pieces of metal) and a shard of bone.

Duration: 1 minute

Dagger-like growths grow out of your body, passing harmlessly through any clothing or armor you wear. You gain +1 AC. If you grapple anyone or are grappled, you do 2d4 + your spellcasting ability bonus in piercing damage.

The growths are metallic-looking but are not made of metal and cannot be affected by spells that affect metal.

Body Link

9th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of tree sap and a pearl worth 500 gp, which is consumed in the casting)

Duration: 1 hour

You can prevent your own death by decapitation or dismemberment. Your body parts become linked so that even if they are separated from the rest of your body, you still in control of them. A severed arm can still write and even wield weapons. A severed leg can still hop around. A severed head can still think, talk, and even eat, although the rest of the body will become inert. If the severed body part is held against the stump during the spell's duration, the two parts will instantly fuse together.

This does not prevent you from taking damage from the dismemberment or from other damage, nor does it prevent you from being killed from methods other than dismemberment.

Bone Seize

4th-level necromancy

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

You choose one target within range that you can see that has bones. If the target is alive or undead, it must make a Constitution saving throw. On a failure, you gain control of that target's bones. You can automatically take control of a corpse. You can make the target walk, lay or sit down, or sit or stand up. You cannot make the creature speak, fight, cast spells, etc.

Bolt of Glory

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small amber rod bound with bronze)

Duration: Instantaneous

You fire a burst of energy from the Positive plane at one target you can see within range. That creature must make a Constitution saving throw. The creature takes 10d10 radiant damage on a failed saving throw, or half as much on a successful one. Celestials are not affected by this spell and fiends and undead are at disadvantage on the saving throw.

Boon of Fortune

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four-leaf clover or a piece of amber)

Duration: Concentration, up to 1 minute

You or one willing creature you touch gains good luck. You may choose from one of the following ways:

◆ **Sudden Knowledge.** The target gains proficiency in up to six types of tools and weapons it did not already know how to use.

◆ **Hidden Strengths.** Choose two attributes. The target has advantage on all ability checks and saving throws based on that attribute for the duration.

◆ **Amazing Luck.** Three times in the next 24 hours, if the target fails a saving throw, it may choose to succeed instead.

Break Limb

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a broken animal bone)

Duration: Until healed

You touch a creature's limb. The creature must make a Constitution saving throw. The creature's bone breaks and it takes 2d10 force damage on a failed saving throw; on a success, it takes the damage but its limb doesn't break.

Depending on the limb, it takes one to six months to heal naturally. A *lesser restoration* spell or any healing spell of 4th level or higher will heal it immediately.

Breath of Death

9th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Self (500 foot radius)

Components: V, S, M (a handful of mummy dust)

Duration: Instantaneous

You exhale a foul-smelling breath which turns into a breeze that radiates outward. This causes all creatures within range to make a Constitution saving throw or contract a nonmagical, often-fatal disease (*Dungeon Master's Guide*, pg. 256).

Breath of Life

9th-level abjuration (ritual)

Casting Time: 10 minutes

Range: Self (500 foot radius)

Components: V, S, M (a cone of incense that has had a *bless* spell cast on it)

Duration: Instantaneous

You exhale a sweet-smelling breath which turns into a breeze that radiates outward. This cures all creatures within range of a single nonmagical disease you name when casting the spell. This has no effect on magical diseases or curses. It also does not protect against re-infection.

Burning Blood

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of blood and a pinch of saltpeter)

Duration: 1 minute

You cause the open, bleeding wounds of one target you can see within range to burst into blood-red flame. The target must make a Constitution saving throw each round. The creature takes 3d8 fire damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Calder's Starry Sky

1st-level illusion (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (an unblemished silver mirror)

Duration: 3 hours

A completely accurate starmap of the local sky is projected upwards from the mirror. It can be used to study the sky or, if cast outside, the aid in navigation during the day or on overcast nights.

Call

9th-level conjuration (ritual)

Casting Time: 1 action

Range: Special

Components: V, S, M (a miniature wax statue of the target)

Duration: Instantaneous

You call a specific intelligent by name. If that target is on the same plane as you, then it becomes aware of your call and may

choose to accept or reject it. If the target accepts, it is instantly teleported to any safe location within 30 feet of you.

Call of Despair

8th-level enchantment

Casting Time: 1 action

Range: Self (150-foot radius)

Components: V, S, M (a small brass gong)

Duration: 10 minutes

All creatures who are not your allies within range must make a Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures who failed their saving throws will also have disadvantage on all saving throws, ability checks, and initiative rolls for the remainder of the spell's duration.

Call Society

2nd-level illusion

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a badge, letter, or other symbol of membership, which is not consumed but must be on your person while casting this spell).

Duration: Instantaneous

You point in a direction and cast this spell to alert other members of an organization you belong to, such as a Mages' Guild, that you require aid. The spell will travel in that direction. If it passes within 1 mile of a fellow member of your organization, it will divert to meet that creature and alert him or her as to your plight, giving that person a rough estimate of your location and a brief image of your situation. If it hits the end of its range without locating a fellow member, the spell will dissipate.

This spell does not compel the recipient to aid you, but members of your organization are likely to be willing to help.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range increases by one mile for every two slot levels above the 2nd.

Call Upon Faith

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You call upon your god to bless you. If you have been true to faith (as determined by the DM) you may make one roll in your next round at advantage.

Candletrick

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

You light a candle, torch, or lantern. For the duration of the spell, this flame cannot be extinguished by normal means, although it can be extinguished if placed underwater, deprived of oxygen, or through magical means. Otherwise, if the flame is snuffed out, it will automatically relight itself.

Castigate

3rd-level evocation

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

You deliver a blasting rebuke to your foes. The creature must make a Wisdom sav-

ing roll or suffer an effect, depending on its alignment:

◆ If the creature is of the same alignment as you, it is deafened for 1 minute.

◆ If the creature's alignment differs from yours on one axis (lawful-chaotic, etc.), it takes 1d10 force damage on a failed saving throw, or half as much damage on a successful one.

◆ If the creature's alignment differs from you on both axes, it takes 3d10 force damage on a failed saving throw, or half as much on a successful one.

Catching Chain

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (three joined links of chain made from very pure metal)

Duration: 1 minute

You call forth a chain made of pure, shining energy, target a creature you can see within range, and make a ranged spell attack. On a hit, the chain coils around that target. The target is not restrained by the chain, but has disadvantage on all attack and damage rolls, ability checks, and saving throws, and reduces speed by 10 feet.

The chain is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. The spell can be modified to have one of two different effects.

◆ **Howling Chain.** The chain is blood-red and constantly emits an ominous, howling chant. It beats against its trapped target, using your spell modifier to attack. On a hit, it deals 3d8 bludgeoning damage.

◆ **Sighing Chain.** The chain glows white-blue and constantly sighs, whispers, and hums. If the trapped creature attempts to pull at it, the chain tightens, inflicting 3d10

bludgeoning damage. If someone tries to pull at the chain or remove it from the trapped creature, it inflicts 2d10 bludgeoning damage to both creatures.

Chain Madness

9th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of brain matter from a mind flayer)

Duration: Until dispelled

You pick a creature within range that you can see and that has an Intelligence of 5 or higher. Over the next 48 hours, that creature will begin showing the effects of insanity: the DM can roll first on the short-term insanity table, then the long-term table, then the indefinite-length table (*Dungeon Master's Guide*, p.258) to determine the individual effects.

After one week, the creature must make a Wisdom saving throw. On a success, the creature regains sanity. On a failure, it takes 3d6 psychic damage and its hit point total is reduced by that amount, and it remains insane for another week. At the end of that week, it must make another saving throw. This continues until the creature succeeds a saving throw or its hit point total is reduced to 0 hit points (at which case it dies).

After this creature has been infected for 6 hours, it has the potential to spread the madness through physical, skin-to-skin contact. Each creature it touches must make a Wisdom saving throw or contract the madness. If these secondary victims touch another creature, they have the potential to pass on the madness as well, but the tertiary (and later) victims have advantage on their saving throw.

Channel Flame

6th-level evocation

Casting Time: 1 action

Range: Self (60-yard cone)

Components: V, S, M (a burning fire)

Duration: Concentration, up to 10 minutes.

You stand within 30 feet of mundane flames at least the size of a Large bonfire and channel that fire into a deadly attack. The fire travels through you and becomes a 60-foot cone. All creatures in that cone must make a Dexterity saving through. A creature takes 4d6 fire damage on a failed save, or half as much on a successful one. Each round, you may change your facing so that you attack a different area.

This spell lasts for 10 minutes, or as long as the fire you are channeling from continues to burn.

Chant

4th-level abjuration

Casting Time: 1 round

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You call upon your deity to grant you and your allies special favor and to curse your foes.

As long as you continue to recite the holy writ, your allies that are within range gain +1 to attack and damage, +1 to AC, and 2d4 temporary hit points, while your enemies have their hit point totals reduced by 2d4. If that reduces their hit point totals to 0, they fall unconscious.

This spell continues for as long as you chant, up to 1 minute. If you take damage, you must make a Constitution saving throw (DC equal to 10 or half the damage you take, whichever is higher) to be able to continue chanting. Likewise, if you are silenced

through magical or mundane means, this spell ends.

Chariot of Sustarre

8th-level conjuration (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a piece of wood, two holly berries, and a burning torch)

Duration: 12 hours

You summon a chariot pulled by two great horses, all of which is alight with elemental fire; the chariot appears in a clap of thunder and cloud of smoke.

You and up to seven allies may ride in the chariot. All creatures other than yourself who are not immune to fire take 1d8 fire damage each round they end while in the chariot, or are within 5 feet of the chariot, unless they are physically touching you. A successful Dexterity saving throw will halve the damage they take from this.

The chariot can move on the ground with a speed of 50, or fly with a speed of 100. You control the chariot through verbal commands.

The chariot and horses are physical objects. The horses have the same attributes as war horses (*Monster Manual*, p.340), save that they have AC 16, are immune to fire, lightning, and radiant damage, vulnerable to cold, take 1 point of cold damage for every gallon of water splashed on them or for every 5 feet they must move through in water, and each of their attacks does an additional 2d6 fire damage. The chariot has AC 16 and 50 hit points, and has the same immunities and vulnerabilities as the horses. If the chariot or the horses are reduced to 0 hit points, the spell ends.

Chilling Scythe

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a fragment of bone)

Duration: 1 minute

You create an oversized but weightless scythe made of glowing, blue-black force. You may choose to wield it or give it to someone else to wield. The scythe does 2d8 + the wielder's Strength modifier in slashing damage, plus 1d8 necrotic damage. If the target is undead it takes an additional 4d8 necrotic damage, even if it is normally immune or resistant to necrotic damage, and it must make a Strength saving throw or be knocked prone. The scythe is a two-handed weapon with reach.

Chromatic Blade

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a dagger set with gems of seven colors, worth at least 100 gp)

Duration: 1 minute

You create a magical blade of shimmering, weightless force that constantly changes hue. You may choose to wield the blade or give it to an ally. The blade inflicts 4d8 force damage. When the wielder rolls a 20, the blade inflicts an additional 2d8 damage. Then the wielder rolls another d20. If you roll a 20, you lop off one of the target's limbs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Circle of Blindness

8th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: 1 hour

You create an immobile circle with a 30-foot-radius to delay and confuse enemies. Within the area of effect, all creatures become blinded and deafened and lose tremorsense. It also suppresses divination spells that enhance or produce additional senses, such as *arcane eye*, *clairvoyance*, *detect magic*, *see invisibility*, and so on. It does not affect either truesight or the spell *true seeing*, however. An affected creature that leaves the area regains its sight and hearing.

At Higher Levels. If cast with a 9th-level spell slot, the circle's radius increases to 50 feet.

Circle of Privacy

2nd-level illusion (ritual)

Casting Time: 1 action

Range: Self (20-foot diameter radius)

Components: V, S, M (hair from a skunk, a mouse's whisker, and a pound of salt)

Duration: 8 hours

This spell allows you to discourage predators and trespassers from disturbing a campsite. You spring salt in a circle around your camp while you cast this spell. For the duration, sounds and scents generated within the circle are muted. All Perception checks made to find you or your food using hearing or smell are at disadvantage.

Cloud of Purification

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

You create a billowy white cloud that fills a 20-foot cube anywhere within range. This

cloud moves with the prevailing wind and a magical wind quickly disperses it. The cloud is heavier than air and will sink to the ground rather than float away. The cloud lasts for one minute before vanishing, but the effects are permanent.

Filth, garbage, excrement, and small, non-magical vermin such as insects, normal rats and mice, etc., are transformed into an equal quantity of pure water.

Cloud of Putrefaction

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

You create a billowy cloud colored like an old bruise that fills a 20-foot cube anywhere within range. This cloud moves with the prevailing wind and a magical wind quickly disperses it. The cloud is heavier than air and will sink to the ground rather than float away. The cloud lasts for one minute before vanishing, but the effects are permanent.

The cloud transmutes pure water into filth, excrement, and garbage, and magically generates flies, and turns small animals into rats and roaches.

Color

1st-level illusion (ritual)

Casting Time: Special

Range: Touch

Components: V, S

Duration: Permanent

You may permanently change the color of cloth, leather, or any other inanimate object. The time it takes to color the item varies on the complexity of the color: changing the entire item to a single color takes 1 action, but patterns or variations of color require you to

trace the design you wish on the item with your finger while picturing the colors you desire, a process that may take several minutes.

Comfort

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You sing a pleasant song and all allies within range will cease feeling nonmagically-caused pain, heat, cold, hunger, thirst, or exhaustion. This spell does not negate normal damage, but affected creatures have advantage on all saving throws against magical effects that cause pain, negatively affect emotions (such as by causing fright), or that cause hunger, thirst, or exhaustion.

Compass

1st-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a brass bowl filled with water, an iron needle, and a cork)

Duration: 1 week

You use the pin, cork, and brass bowl to make a simple compass. However, instead of pointing to magnetic north, the needle points to a direction of choice, such as your home port or your destination (if you previously knew what it was).

The spell ends if the water is drained from the bowl or the cork or needle is removed.

Conceal Item

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of any kind of gemstone dust)

Duration: 1 hour

You render a single item of Medium-size or smaller completely undetectable when you hide it on your person. Only the spell *true seeing* will reveal its existence.

Conjure Beast Spirits

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a minor spirit that takes the form of either a ghostly or elemental animal. Choose one of the following options for what appears:

- ◆ One beast of challenge rating 4 or lower
- ◆ Two beasts of challenge rating 3 or lower
- ◆ Four beasts of challenge rating 2 or lower

Depending on what sort of spirit you summon, it has one of the following templates:

◆ *Flame-Beast.* The flame-beast is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to fire damage, and being grappled, paralyzed, restrained, or unconscious. It can move through a space as narrow as 1 inch without squeezing. Its attacks do fire damage. Any creature that touches the flame-beast or hits it with a melee attack while within 5 feet of it takes 1d10 fire damage. It takes 1d6 damage if splashed by at least one gallon of water.

◆ *Ghost-Beast.* The ghost-beast has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to necrotic and poison damage

and to being charmed, frightened, grappled, paralyzed, poisoned, restrained, or unconscious. It has truesight to 100 feet. It can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object. The creature's attacks do necrotic damage.

◆ **Stone-Beast.** The stone-beast can burrow at a speed of 30 feet, is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to poison damage, bludgeoning damage from magical weapons, and to being petrified, poisoned, or unconscious. Its AC becomes 16 (natural armor).

◆ **Wave-Beast.** The wave-beast can swim at a speed of 60 feet, is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to acid damage and bludgeoning damage from magical weapons, and to being poisoned, grappled, paralyzed, restrained, or unconscious. It can enter a hostile creature's space and stop there, and can move through a space as narrow as 1 inch without squeezing. If it is struck by cold damage, its movement is reduced to 20 feet.

◆ **Wind-Beast.** The air-beast can fly at a speed of 60 feet, is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to cold and lightning damage, and to being poisoned, grappled, paralyzed, restrained, or unconscious. It can enter a hostile creature's space and stop there, and can move through a space as narrow as 1 inch without squeezing.

Each beast is considered to be undead (ghost-beast) or elemental (the others), and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your compan-

ions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using a higher-level spell slot, you choose one of the summoning options above, and more creatures appear: twice as many with a 8th-level slot or three times as many with a 9th-level spell slot.

Conjure Divine Minion

6th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a celestial (if you worship a good or neutral deity) or fiend (if you worship an evil deity) that takes the form of an animal. Choose one of the following options for what appears:

◆ One beast of challenge rating 3 or lower

◆ Two beasts of challenge rating 2 or lower

◆ Four beasts of challenge rating 1 or lower

Depending on what sort of minion you summon, it has one of the following templates:

◆ **Celestial.** The creature has resistance to radiant damage and damage from bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to being charmed or frightened. Its attacks are magical and deal an additional 2d8 radiant damage. It has advantage on saving throws against spells and other magical effects.

◆ *Fiendish.* The creature has resistance to necrotic or fire damage and damage from bludgeoning, piercing, and slashing damage from nonmagical weapons, and is immune to being charmed or frightened. Its attacks are magical and deal an additional 2d8 necrotic or fire damage. It has advantage on saving throws against spells and other magical effects.

Control Temperature

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a strip of willow bark or raspberry leaves)

Duration: 1 hour

You lower or raise the air temperature by up to 50° F. You also gain resistance to area-effect attacks that cause cold or fire damage.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you can lower or raise the air temperature by an additional 10° F for each slot level above 4th.

Control Vapor

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bean or pea)

Duration: 1 minute

You pick a point within range that contains mist of any sort, even magically-created mists. You can control all mists within a 30-foot radius sphere of that point. You may move it as you will, with a speed of 40 feet, hold it still, or split it multiple smaller clouds, and so on.

If the mist is actually an intelligent being such as a vampire in mist-form, that creature must make a Charisma saving throw. You

cannot cause the creature damage through this spell.

Converse

5th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

You choose a single natural object or creature, such as a tree, stream, boulder, a bird, etc., and mentally commune with that object's spirit.

The DM secretly rolls 2d6 plus your spellcasting ability modifier to determine how many questions you may ask. When you ask that number of questions, or 24 hours have passed, the spell ends. The spirit will answer as truthfully as it can, but may be limited in knowledge.

At Higher Levels. When you cast this spell with a 7th- or 8th-level spell slot, the GM rolls 3d6 plus your spellcasting ability modifier. When you cast this spell with a 9th-level spell slot, the GM rolls 4d6 plus your spellcasting ability modifier.

Cook

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (enough food for two meals, a pinch of tinder, and a small dab of sulfur)

Duration: Instantaneous

This automatically transforms prepared but raw ingredients into a delicious meal for two, regardless of the quality of the ingredients. This spell cannot be used on living beings or plant matter that has not been picked. This also removes natural toxins and harmful agents from the food.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can prepare food for two additional people for each spell slot above 2nd level. You must provide ingredients for the additional meals.

Copy

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You hold a blank sheet of paper, a book with empty pages, or another similar material over a document and this spell produces a perfect copy. Each casting of this spell will duplicate a standard 8 inch ×10 inch quarto size.

Attempts to copy magical text of any sort will automatically fail.

Corpse Host

7th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 1 week

You or one person you touch may transfer your soul to temporarily animate a fresh humanoid corpse (dead for less than 1 day). The corpse will not decay during this time, but will still look recently dead.

While in the corpse, you may move and act through it, and you can use your class abilities normally. You retain your Intelligence, Wisdom, and Charisma but you have the Strength, Constitution, and Dexterity of the host's, as well as its original hit points. You use the corpse's senses as your own. Your own body is paralyzed and does not need to eat or drink, and must remain within 5 miles of your host body. However, you are

still linked to your body, and you may use your action to transfer your senses to your original body.

If your host body drops to 0 hit points for whatever reason, or the link between your host body and your real body is abruptly severed (such as by a *dispel magic* or *antimagic field*), you must make a DC 16 Constitution saving throw. On a failure, the shock of the destruction of the link was too great your own body immediately drops to 0 hit points as well. You may choose to end the link between the two at any time and return to your own body without harm.

Create Campsite

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a bit of string, a bit of wood, and a drop of water)

Duration: 10 minutes

You create a squadron of tiny unseen servants that create a campsite for you and your companions – they will clear the land of debris, set up tents and bedrolls, start a fire, fetch water, and even begin cooking (they are not particularly good cooks, however). They cannot create the materials needed for the campsite; they can only use what is available to them in the immediate area and what you and your companions have brought. These servants have no other abilities.

Create Darkenbeast

4th-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (dried wyvern's blood)

Duration: Permanent

You transform one mammalian beast of CR 1 or lower into a darkenbeast. You can only cast this spell when you and your target creature are not in sunlight

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can create one additional darkenbeast per spell slot above 4th level.

DARKENBEAST

Medium monstrosity, neutral evil

Armor Class: 14 (natural armor)

Hit Points: 45 (6d8+18)

Speed: 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Saving Throws: Constitution +5

Damage Vulnerabilities: radiant

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, stunned

Skills: Perception +4

Senses: darkvision 60 ft., passive Perception 14

Languages: —

Challenge: 3 (700 XP)

Magic Resistance. The darkenbeast has advantage on saving throws against spells and other magical effects.

Spell Imprinting. Each darkenbeast may have a single spell imprinted on it, which it can cast, once per day, without need for material components. This spell may be of any level and has a 25% chance of failure. Whether the spell is cast successfully or not, the darkenbeast immediately bursts into purple flame and dies, reverting to its true form.

Sunlight Hypersensitivity: The darkenbeast takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The darkenbeast may make two claw and one bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft.,

one target. *Hit:* 5 (1d4+3) slashing.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing.

Creeping Darkness

1st-level illusion (ritual)

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a whisker from a black cat and a tiny bottle of smoke)

Duration: Concentration, up to 10 minutes

You create an Large, amorphous cloud of inky darkness. When you cast this spell and as a bonus action each round, you can move the cloud 20 feet. The cloud can enter a hostile creature's space and stop there, and it can move through a space as narrow as 1 inch wide without squeezing. All creatures within the cloud may make a Wisdom saving throw or are blinded and deafened for as long as they remain in it.

Crown of Angels

8th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (an opal worth at least 200 gp and a circlet or crown made of a material appropriate to your deity; the opal is shattered during the casting but the circlet is not)

Duration: 1 minute

You place a circlet on your head or the head of an ally and the circlet begins to glow. The circlet takes one of three forms:

◆ **Crown of Brilliance.** Your circlet glows with blazing golden light. If in battle, your opponents in melee combat must make a Constitution saving throw or be blinded for 1 minute. Even if the save is successful, the opponent will be at disadvantage to attack

you due to the brilliant light emanating from you.

Creatures that have the trait Sunlight Sensitivity or Sunlight Hypersensitivity must make an additional Constitution saving throw, at disadvantage if they failed the first one. If they fail, they are also frightened of you for 1 minute.

Finally, undead and fiends take 2d6 radiant damage each time they end their turn within 10 feet of you.

◆ *Crown of Flames.* Your circlet erupts with holy fire. All aberrations, fey, fiends, and undead with evil alignment within 10 feet of you must make a Dexterity saving throw. A creature takes 4d8 fire damage and 4d8 radiant damage on a failed saving throw, or half as much on a successful one.

◆ *Crown of Glory.* Your circlet glows with beautiful rainbow light, inspiring awe in lesser creatures. All creatures with 50 or fewer hit points that are within 30 feet of you are automatically incapacitated for 1 minute. Creatures with 50-100 hit points may make a Wisdom saving throw or be incapacitate for 1 minute. Creatures with more than 100 hit points are immune.

Furthermore, when you speak, your words form a *suggestion*, as per the spell. All creatures who are within 30 feet of you who are incapacitated must make a Wisdom saving throw or be charmed by you for up to 8 hours and will follow your suggestion to the best of its ability, provided that the suggestion is reasonable and non-dangerous.

Crystalbrittle

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a metal object of , whether as soft as gold or as hard as adamantite, to become permanently as fragile as glass. You can affect up to 1,000 pounds of metal. If the object is being held or worn by a creature, that creature may make a Charisma saving throw to negate this spell. If the item is magical, the creature has advantage on that roll. The effects of this spell cannot be reversed by anything short of a *wish*.

Curse of Lycanthropy

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of blood from a true lycanthrope)

Duration: Instantaneous

You touch a humanoid and turn it into an infected lycanthrope. The target may make a Constitution saving throw to avoid this spell. The exact species of lycanthrope depends on the nature and temperament of your target.

If your target fails its saving throw, then on the next full moon, it will transform each night of the three nights of the full moon. On the day after the third night, the subject may make another saving throw, with disadvantage unless the target failed to kill anything during those three nights.

This spell continues until the target succeeds at three saving throws, although these saves do not need to be consecutive. A *remove curse* allows for an additional saving throw, or grants advantage on a monthly saving throw. A *greater restoration* removes this curse immediately.

Curse Tablet

3rd-level necromancy (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a lead tablet)

Duration: 1 week

You inscribe your victim's name on a lead tablet, invoke the spirits of the dead, and place the tablet in an occupied tomb.

Each midnight thereafter, your victim must succeed at a Wisdom saving throw. Failure means the subject suffers horrifying nightmares of his own death. When the target wakes up, he will have taken a level of exhaustion that cannot be removed until he gets an undisturbed night's rest. He will also take 1d10 psychic damage. The levels of exhaustion are cumulative. If the target succeeds on the saving throw, he is unaffected that night.

If your target succeeds at three saving throws in a row, the curse is broken and the spell ends. If the curse tablet, which radiates both magic and evil, is found and destroyed, this also breaks the curse, but it will inflict 1d10 psychic damage to the target as well.

Because the curse is laid upon the tablet and not directly on the target, a *remove curse* spell will not end the curse. It will, however, give the target advantage on the next night's saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell lasts an additional two days per spell slot above 3rd level.

Cursed Image

4th-level necromancy (ritual)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a clay image)

Duration: Concentration, up to 1 minute

You create a small effigy out of clay that resembles your target. You must know this target's appearance and his general whereabouts. You may then choose of the following actions to take:

◆ **Immobilization.** You hold the effigy tightly. The target becomes paralyzed. The escape DC is equal to your spell save DC.

◆ **Wounding.** You stab or pummel the effigy. The target may attempt to avoid taking damage by making a Constitution saving throw. The target takes 3d10 force damage on a failed saving throw, or half as much damage on a successful one.

If you incorporate a bit of hair, skin, blood, nail clipping, etc., your target is at disadvantage on his attempts to escape and his saving throw.

Cyclone Chariot

7th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You call forth a whirlwind of great strength, which forms beneath your feet in the shape of a chariot. It is capable of carrying you and up to eight other creatures of your choice and can fly at a speed of 120 feet as high as 20 feet above the ground. You control the chariot's horizontal and vertical movements mentally. You can cross rivers, chasms, and so forth, floating level with the last solid surface it touched until reaching solid ground again, at which point you can alter its altitude.

Any nonmagical missile lighter than a boulder aimed at the chariot is blown aside. Melee attacks aimed in or out of the chariot are at disadvantage; melee attacks from one rider to another are unaffected. The chariot itself is immune to physical attack.

The chariot can be used as a weapon by ramming it into a target. Each creature of Large size or smaller that is outside of the chariot and that touches the chariot must make a Strength saving throw at disad-

vantage. On a failure, the creature takes 8d10 bludgeoning damage and is flung in a random direction and knocked prone. If the target hit a solid object, such as a wall or floor, it takes 1d6 bludgeoning damage for every 10 feet it was thrown.

Dancing Fire

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You create a flashing, leaping, 12-foot-long arc of flame in midair. It moves with a speed of 10 feet, leaping from its point of origin to a destination you choose upon casting the spell, until the spell expires or if the arc comes into contact with a solid barrier it cannot burn through.

The flames inflict 3d4 fire damage to anything it touches and sets flammable objects on fire.

Darkbolt

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a dead worm or a piece of octopus or squid tentacle)

Duration: 1 minute

You create a whip made out of a black, rubbery tentacle. This whip has a reach of 30 feet and attacks with your spell attack modifier. If it misses, it quickly slithers back to you and can be used again the following round.

On a hit, the whip inflicts 3d8 bludgeoning damage and wraps around the target, grappling it (escape DC is equal to your spell save DC). Until this grapple ends, the target is restrained and you cannot use the *darkbolt*

on another target. In addition, at the start of each of the target's turns, the *darkbolt* squeezes, causing an additional 3d8 bludgeoning damage.

Darsson's Cooling Breeze

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 6 hours

This produces a pleasant breeze that moves clockwise at approximately 4 miles per hour (roughly the speed of a ceiling fan). You may choose to place the effect on an object (including a willing target) or at a specific point in midair. This cantrip's primary function is its use as air conditioning.

Darsson's Potion

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vial of clean water)

Duration: 1 hour

You cast this spell on a vial of water, and then immediately cast another spell on the vial. The second spell must be of 3rd level or lower and must have a range of Self or Touch. Rather than take effect immediately, the second spell is absorbed into the water, creating a temporary "potion." This potion lasts for 1 hour before both spells go inert.

Dead Man's Eyes

6th-level necromancy

Casting Time: 1 round

Range: Self

Components: S, M (two eyeball-sized glass marbles the same color as your own eyes)

Duration: Concentration, up to 1 minute

Your eyes become pure black and the pupils reshape themselves into white skulls. Each round, you may choose one humanoid, giant, beast, or monstrosity within 30 feet that you can see and that can see your eyes and force it to make a Wisdom saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- ◆ 50 hit points or fewer: 4d6 necrotic damage.

- ◆ 30 hit points or fewer: 8d6 necrotic damage and become blinded for 1 minute.

- ◆ 10 hit points or fewer: 10d10 necrotic damage and become blinded permanently.

If the saving throw fails by 5 or more, the creature is instantly slain.

Death Candle

1st-level divination (ritual)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a candle)

Duration: Special

You give a willing creature; while casting this spell, that creature must light the candle.

From then on, the candle will burn continuously without using any fuel for as long as the creature who lit it is alive. If that creature is ever near death or contracts a fatal illness, the candle will gutter and dim, but it will only go out when that creature dies. The candle cannot be extinguished except by magical means. If the creature dies and is brought back to life, it does not reignite the candle.

Death Pact

9th-level evocation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (seven drops of holy or unholy water)

Duration: Until triggered

You make a pact with your deity or patron to protect the life on a single target of your choice. This pact ensures that the target will survive an untimely death. You must cast this spell in an area which has been sanctified to your deity, and you must permanently sacrifice 10 hit points.

Should that target die due to combat, spell, or accident, the target's remains are instantly transported back to the sanctuary where you cast this spell and the creature will be brought back to life, whole and intact—any missing limbs will be restored and all conditions and enchantments will be removed. Furthermore, all but 10 of the creature's hit points will be restored; those hit points will be permanently lost as a sacrifice.

Death Prayer

Abjuration cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 10 days

You pray over a corpse, reducing the likelihood that it will rise as an undead. If the creature was doomed to rise as undead due to the way it was killed (such as being drained by a vampire), or someone casts a spell such as *animate dead* on the corpse, it will only have a 50% chance of success. This spell provides protection once before dissipating.

Death Recall

2nd-level divination (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S, M (a fragment from a shattered mirror)

Duration: Concentration, up to 10 minutes

You touch a corpse and go into a trance, wherein you relive the final ten minutes of the subject's life, seeing it from its own perspective. You must remain in physical contact with the corpse the entire time. If you are interrupted at any point during this spell, it ends and you cannot cast it again on that corpse.

Deathmaster's Vial

5th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a vial filled with liquid from the boiled remains of a ghoul worth 50 gp).

Duration: 1 week

You create an evil fluid and seal it in a specially-prepared jar. The liquid will remain potent for 1 week, but will go bad within a hour of being directly exposed to sunlight or a spell that does radiant damage.

You may throw the vial at a target within 30 feet, using your spell attack modifier. On a hit, the vial shatters and the target must make a Constitution saving throw. The target takes 6d6 necrotic damage and be paralyzed for 10 minutes on a failed saving throw, or half as much damage and be paralyzed for 1 minute on a successful one.

Decastave

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a sliver of wood)

Duration: 1 minute

You hold a sliver of wood and cast this spell, and the wood turns into a pole of shimmering magical force. This pole can be used as a quarterstaff and acts as a magical weapon. On a hit, the staff does 2d6 force

damage and 1d4 radiant damage. The opponent's hit point maximum is reduced by an amount equal to the amount of radiant damage taken, and you regain hit points equal to that amount. The reduction lasts until your opponent finishes a short or long rest. The opponent dies if this effect reduces its hit point maximum to 0.

Deepen Shadows

Illusion cantrip

Casting Time: 1 minute

Range: 30 feet

Components: S

Duration: 1 hour

Over the course of a minute, the shadows in one 10 foot × 10 foot or smaller area grow larger, deeper, and more concealing. A room that is brightly lit becomes dimly lit. The change is so gradual that it requires a DC 16 Wisdom (Insight) check to notice it.

The size of the area that can be affected increases when you reach 5th level (20×20), 11th level (50×50), and 17th level (100×100).

Deeppockets

2nd-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a tiny golden needle worth at least 5 gp that is consumed in the casting, and a strip of fine cloth twisted into a Möbius strip)

Duration: 1 day

You touch a pocket that has been sewn into an existing garment and turn it into an extradimensionally large container. It can hold up to 100 pounds of objects but weighs no more than 10 pounds. The objects must fit into the mouth of the pocket.

When the spell expires, the objects suddenly pour out of the pocket. You can also

command the objects to pour out in the same manner at any time.

Depress Resistance

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken iron rod)

Duration: Concentration, up to 10 minutes

You target one creature you can see within range. If that creature has the trait Magic Resistance but succumbs to this spell, it loses that trait for the duration.

Despair

4th-level enchantment

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

Each creature in a 30-foot cone must succeed on a Wisdom saving throw or lapse into despondent depression as they realize the hopelessness and folly of their beliefs. An affected creature will sit down and brood or start crying uncontrollably. An affected creature may make a new saving throw at the start of each of its turns, but at disadvantage. On a successful save, the spell ends for that creature.

Detect Charm

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (the crushed petals of a bleeding-heart flower)

Duration: Concentration, up to 10 minutes

You look into the eyes of a target and can see if that creature is under a magical charm or under any similar spell (a spell that does not function if the target is immune to

charm, such as *suggestion*). This spell does not reveal what sort of charm the target is under or who placed the charm on that person. You can examine one person per round.

Detect Harmony

1st-level divination (ritual)

Casting Time: 1 round

Range: Self (60-foot radius sphere)

Components: V, S, M (a scroll on which prayers have been written in exotic inks worth at least 10 gp)

Duration: Instantaneous

You gain understanding of the balance of good, evil, law, and chaos in the immediate area. The answers are vague (“there is more evil than good here” or “there is much randomness and chaos here”) and do not reveal the exact nature or cause of the imbalance.

Detect Metals and Minerals

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small magnet, a vial of weak acid, and a small sample of the desired material)

Duration: Concentration, up to 10 minutes.

For the duration, you sense the presence of a single type of ore or mineral deposit within 60 feet of you.

Detect Secret Passages and Portals

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration, you can sense the presence of secret doors, compartments, and so on that have been deliberately constructed to escape detection within 10 feet of you.

Diction

1st-level evocation (ritual)

Casting Time: 1 action

Range: Self (10 feet radius)

Components: V, M (a pint of vinegar)

Duration: Concentration, up to 1 hour

While this spell is active, any words you or anyone within ten feet of you magically appear on a blank piece of paper in the language in which they were spoken. Spells with verbal components that are cast during that time cannot be recorded; the spell will continue but simply skip the time when the spell was cast or record a row of asterisks. Command words for magical items, however, *can* be recorded.

Dig

3rd-level evocation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a miniature shovel and bucket, which are consumed by the spell)

Duration: Concentration, up to 10 minutes

This spell digs a hole 5 feet wide and 5 feet deep in one round. In each subsequent round, you can choose to make the hole wider by five feet or deeper by five feet. You may dig through earth, sand, mud, or loose gravel, but not through solid rock or large, compacted stones.

This spell can also be used to inflict damage against earth elementals and constructs made of earth or clay. The target earth elemental must make a Constitution saving throw. The target takes 4d10 force damage on a failed saving throw, or half as much damage on a successful one.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, you may dig through rock.

Dimensional Anchor

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A green ray shoots out from your outstretched hand and strikes one creature you can see within range. Make a ranged spell attack to hit. On a hit, the creature is enveloped in a shimmering emerald field and is unable to move extradimensionally. This prevents the creature from using spells such as *arcane gate*, *dimension door*, *misty step*, *plane shift*, or *teleport*. It also prevents creatures from using natural abilities like a blink dog's or balor's teleportation.

Dire Charm

3rd-level enchantment

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 1 minute

You magically infect a living creature with murderous impulses, unless that creature makes a successful Wisdom saving throw. If the saving throw fails, that creature will instantly go berserk, similar to a barbarian's rage, and will instantly seek to destroy everyone around, friend and foe alike. The creature will not attack you unless you attack it first.

While raging, the creature has advantage on Strength checks and Strength saving throws, does bonus damage equal to your spell attack modifier when making an attack that uses Strength, and has resistance to bludgeoning, piercing, and slashing damage.

The creature cannot cast spells or use missile attacks while raging. At the end of

the rage, the creature will take a level of exhaustion.

Disarm

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create a minor telekinetic burst and aim it at a weapon or other object held in a target's hand. The target must make a Dexterity saving throw, with advantage, or drop the weapon.

Disbelief

8th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You convince yourself that as many as four objects or creatures or Huge size or smaller simply do not exist. Creatures you don't believe in cannot harm or hinder you and you can pass right through them as if they were difficult terrain (you take 1d10 force damage if you end your turn inside a creature that doesn't exist). Likewise, you cannot take action against a creature or object you don't believe in.

Distort Life

6th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a silver model of the creature in question worth 200 gp)

Duration: Instantaneous

You touch a pregnant humanoid, giant, beast, or monstrosity and alter its fetus in one of the following ways.

◆ **Armor.*** You improve its natural armor class by one level.

◆ **Attack.*** You give the creature one form of attack (grapple, constrict, bite, smother) that it didn't have previously

◆ **Breathing.** You give the creature the ability to breathe air, water, or both.

◆ **Diet.** You change its diet (herbivore to carnivore).

◆ **Energy Attack.*** You give it a poisonous bite, fiery breath, acidic spittle, etc., that does no more than 1d8 damage per hit die it has.

◆ **Extremities.** You add claws, teeth, or beak; hooves, add spikes to its tail or down its back; give it horns; give it functional hands, etc., or enlarge extremities it already has.

◆ **Heads.*** You add an extra head.

◆ **Hide.** You change the creature's coloration or the type of covering (skin, fur, feathers, scales, etc.) it has into a different type. This does not alter its AC.

◆ **Limbs.*** You add a pair of limbs of a tail, turn a pair of limbs into functional wings or vice versa, turn a normal tail prehensile, increase or decrease one type of movement by 25%, or give the creature the ability to swim, burrow, leap, or walk, if it couldn't do so previously.

◆ **Magic Resistance.*** You give the creature magic resistance.

◆ **Mighty.*** You improve two of its attributes by +2 each.

◆ **Morality.*** You breed it to have a strong inclination to good, evil, chaos, or law.

◆ **Resistances.*** You give the creature resistance to one type of damage.

◆ **Senses.** You give the creature keen senses (up to two senses), darkvision, or tremorsense.

◆ **Size.** You increase or decrease the creature's adult size by one size category.

◆ **Vigorous.*** You improve its hit dice by 25%.

After choosing what change you want to make, the GM will roll 1d20 for each offspring it has. If you are attempting to change a trait marked by an asterisk, the GM rolls at disadvantage.

d20	Result
1-5	Failure. The creature is horribly defective or mutated in some way. It may be stillborn, it might die shortly after birth, or it might survive to adulthood—in which case it will always breed true, and it may have gained unforeseen abilities.
6-9	Failure. There is a 50% chance that it will pass on the trait to its offspring, however.
10-18	Success. There is a 50% chance that it will <i>not</i> pass the trait on to its offspring, however.
19-20	Complete success. The creature will always breed true.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the GM always rolls with advantage.

Distraction

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M

Duration: 1 round

One creature you can see must make a Wisdom saving throw or become incapacitated for one round, too preoccupied by its own thoughts or too distracted by shiny things to notice any movement, sound, or smell around them. Creatures with an Intelligence of 1 or that are immune to being charmed are unaffected by this spell.

The number of people you can affect increases to 3 when you reach 5th level, 6 when

you reach 5th level, and 12 when you reach 17th level.

Divine Truth

8th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: 1 round

You ask your god, patron, or the universe at large a question and make a DC 18 spellcasting ability check. On a success, you learn the utter truth of the matter. This cannot be a question about the future; it can only concern something that has happened or is currently happening.

Doomhound

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Until dispelled

You create a shadowy mastiff with glowing eyes, visible and audible only to you and the target of the spell. Upon first seeing the hound, the target must make a Wisdom saving throw at disadvantage. On a success, the hound disappears. On a failure, the creature is frightened for 10 minutes.

Thereafter, the target is relentlessly stalked by the hound. It never comes closer than 10 feet or farther than 300 feet from the target, but it fills the target with an unshakable premonition of death. While haunted by the hound, the target is at disadvantage on all saving throws to avoid being frightened. The hound, despite its fear-inspiring appearance, cannot attack and cannot be attacked.

This curse can be broken by casting a *remove curse* or *wish* spell, if the target rolls natural twenties on both dice when saving

against being frightened, or if you use your action to dismiss the spell.

Dragon Breath

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a dragon's tooth)

Duration: Instantaneous

You breathe a 30-foot cone of dangerous energy, just like a dragon's breath weapon, doing acid, cold, fire, lightning, necrotic, or poison damage. Each creature in the area must make a Dexterity saving throw, taking 5d10 damage on a failed save or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell does an additional 1d10 damage per spell slot above 3rd level.

Draw Upon Holy Might

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a vial of holy water blessed by a senior priest of your faith)

Duration: Concentration, up to 1 minute

You cast this spell and your body shudders and glows with holy (or unholy) radiance as you become a vessel for your god's power.

While this spell is in effect, you may increase your Strength, Dexterity, or Charisma by 1d4 + your spellcasting ability modifier. This may increase your attribute above 20. You also gain 15 temporary hit points and +1 to your AC.

When the spell ends and your god's presence leaves, you gain 3 levels of exhaustion.

Drawmij's Breath of Life

1st-level transmutation

Casting Time: 1 bonus action

Range: 100 feet

Components: V

Duration: Instantaneous

You endow yourself and up to eight other allies with the ability to hold your breath for twice as long as normal.

Drawmij's Instant Exit

4th-level conjuration

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a miniature silver door decorated worth 500 gp)

Duration: 1 round

You open an extradimensional door in a wall or other flat surface that remains open for one round. When the door closes, you and anyone else who passed through the door are teleported to a completely random location within 250 yards. You will be let out at ground level, but there is no guarantee that you will be placed somewhere safe.

Drawmij's Light Step

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of cat fur and a duck feather)

Duration: 1 minute

You or one willing creature you touch is granted the ability to walk at a normal pace without leaving tracks or disturbing the ground below the it. The creature can also walk across relatively calm fluids at normal speed.

Drawmij's Scent Mask

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scentless flower)

Duration: 30 minutes

One creature you touch is rendered scentless and cannot be tracked by smell.

This spell can be cast on a creature that attacks through scent, such as a skunk or troglodyte. That creature may make a Constitution saving throw. On a failure, it cannot use this attack.

Drawmij's Swift Mount

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hare's foot or a bit of cheetah's fur)

Duration: 6 hours

You touch a trained riding beast or monstrosity that has an Intelligence of 5 or less, and its movement is doubled for the duration of the spell. If you overload the animal, it automatically cancels this spell. When this spell expires, the beast gains four levels of exhaustion.

Drenal's Stone Flame

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fist of fine sand and sugar, which is thrown in the air)

Duration: 10 minutes

You point at an open flame no larger than a torch, and the flame turns into a cool but brightly-glowing orange stone in the shape of the flame. It can then be picked up and carried without harm, although it remains attached to the torch if that was the source of

the flame. When the spell expires, the stone reverts to flame. If the stone is shattered, it extinguishes the flame.

Drought

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: Self (300-foot radius)

Components: V, S, M (a dried rat)

Duration: Instantaneous

You spend an hour meditating and the area around you becomes much drier than before. If the land was wet and swampy, the water drains away. If it was a field or forest, the ground withers to dust and the vegetation begins to die within a few days.

This spell doesn't work if cast on an area with more than a foot of standing water.

A particular plot of land can only be affected by this spell once per season, and the effects last until the end of the current growing season.

Druidcraft

These are new variants of the spell *druidcraft* that appears in the *Player's Handbook*, pg.236

- ◆ You perfectly mimic one animal or bird call.

- ◆ You place a magical mark on an object such as a rock or tree to mark a path or tell a message such as "danger: beasts" or "fresh water." This mark is very subtle and causes no harm whatsoever, and lasts until you dispel it.

- ◆ You instantly make an unripe fruit ripen.

- ◆ You command one beast of CR 0. The command must be of no more than two words ("sit," "attack him").

- ◆ You heal a Tiny plant.

Duo-Dimension

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a likeness of yourself carved out of flat ivory, worth at least 500 gp, which is passed through a strip of parchment twisted into a Möbius strip)

Duration: Concentration, up to 10 minutes

You become completely two-dimensional, having height and width with no depth. You are completely invisible when turned sideways and can slip through the thinnest of cracks. While you are two-dimensional, you take double damage from piercing and slashing weapons.

For the duration of the spell, your third dimension exists on the Astral Plane. You cannot see or interact with anything on the Astral Plane, but creatures there can see and interact with you, including attacking you. You take normal damage from such attacks.

Dusts of Death

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of sand)

Duration: 1 hour

You turn a pinch of sand into an incredibly toxic poison. If introduced into food and drink and then consumed, the target must make a Constitution saving throw. The target takes 10d10 poison damage on a failed save, or half as much damage on a successful one, and if still alive, is poisoned for 1 day.

Earthmaw

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a tooth from a carnivore)

Duration: 1 minute

A 10-foot wide maw on a short, serpentine neck springs out of the ground at attacks one creature within 10 feet of it. It uses your spell attack modifier to attack. On a hit, it does 6d6 piercing damage and swallows the creature, if it Large-sized or smaller. Then it sinks back into the ground and vanishes, leaving the creature it swallowed trapped in the ground.

While swallowed, the creature is blinded and restrained and takes 3d6 bludgeoning damage each round until the spell ends or it is freed from the outside. The creature also has no air and must hold its breath.

Ease Labor

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Special

You touch a female creature in labor and ease the pain she is feeling for as long as you remain in physical contact with her.

Echoes

2nd-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a tiny tin gong or cymbal)

Duration: 1 minute

You pick one creature you can see within range. For that creature, every sound is amplified and reverberates with distressing loudness. While this spell is in effect, the creature cannot use the Perception skill to hear noises, has disadvantage on all attack rolls and ability checks, and the creature

must make a Wisdom saving throw. The creature takes 2d6 thunder damage on a failed saving throw, or half as much damage on a successful one.

Electric Bow

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (the tail feathers of a quail, tied together with a bowstring)

Duration: Concentration, up to 10 minutes

You create a bow or crossbow (your choice) made of shimmering, solid electricity, and 20 matching missiles. You are considered to have proficiency in using this weapon, if you did not already. If any creature other than you touches the bow, that creature takes 1d4 lightning damage.

You can only fire the missiles created by the spell with this bow. These missiles, regardless of whether it is an arrow or a quarrel, have a range of 120/500 and do 2d10 + your spell attack modifier in lightning damage.

The bow lasts for as long as you concentrate on it or until you run out of missiles.

Elminster's Effulgent Eputation

9th-level abjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 hour

You create a dozen floating silver spheres, each of which has the ability to absorb a single offensive spell. When you create them, and on subsequent rounds, you may use a bonus action to move the group of spheres up to 60 feet.

When a hostile spell is aimed at you or another creature, one sphere that is within 10

feet of the target will absorb the magic. It will then wink out of existence, taking the spell energy with it.

The spheres do not negate hostile magic that was already in the area, nor do they absorb magic from non-hostile damaging spells (such as a *wall of fire*). The spheres do not negate the use of magic items, unless the item uses a charge to cast a spell—it will absorb a *magic missile* cast by a *wand of magic missiles* but will not protect someone from the necrotic damage inflicted by a *sword of life stealing*.

Elonia's Glamer

1st-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of ruby dust and a pinch of chalk dust)

Duration: 3 hours

You subtly change the appearance of yourself or one other humanoid, making that person more or less attractive. This does not make that person look like someone else. Rather, for the positive version, makes the target's eyes appear to sparkle, their skin clearer and smoother, their teeth straighter and whiter, and their hair thicker and more lustrous; or for the negative version, makes the person seem lackluster and unkempt. An unwilling target may make a Wisdom saving throw to resist.

While the positive version of this spell is active, the target has advantage on all Charisma ability checks designed to illicit a positive reaction. While the negative version of this spell is active, the target has disadvantage on all Charisma ability checks.

Elude Blow

2nd-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 30 feet of you being attacked

Range: 30 feet

Components: V, S

Duration: 1 round

An attacker whom you see is about to strike at someone with a melee weapon attack is made to miss their attack. If the attacker has advantage on that attack roll, they may still attack, but normally.

Empathy

Divination cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You look at one target within range and learn that the target is feeling one of the following emotions: anger, anticipation, anxiety, curiosity, desire, disgust, distress, fatigue, happiness, hatred, hostility, horror, hunger/thirst, love, lust, fear, need, optimism, pain, panic, pleasure, shame/guilt, sorrow, surprise, torment, uneasiness, or wonder, and whether it is a weak, moderate, or strong emotion. This does not reveal the source of the emotion or any other information about it. Only one emotion (the most prominent one the target is experiencing) per casting of the spell is revealed.

A creature that is aware that you are or might be attempting to contact its mind may attempt to make an Intelligence saving throw to resist; otherwise, there is no saving throw. Only humanoids, giants, beasts, monstrosities, and dragons with an Intelligence of 2 or higher can be affected with this spell.

Encrypt

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of dust or fluff and a feather)

Duration: Permanent

You render one message of 25 words or less permanently unreadable by everyone save you, one other specific creature named when you cast the spell, and anyone named in the message. This message remains indecipherable even to spells such as *comprehend languages*, although a *dispel magic* will remove the encryption. This message may be written on any media you wish and you do not have to be the original writer of the message.

Endless Dance

7th-level enchantment

Casting Time: 1 action

Range: Self (100-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You begin dancing wildly. All creatures within range who can see you must make a Wisdom saving throw. A creature who fails drops whatever it is holding and begins dancing with you. The creature may make a new saving throw each minute.

After the first minute, the creature begins taking 1d8 force damage each round until the spell ends or, the creature successfully makes a saving throw, or the creature dies.

Energy Drain

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust from a slain vampire)

Duration: Instantaneous

You open a channel between the place where you stand and the Negative Plane, using yourself as a conduit. You must then touch another living creature. That creature permanently has its Strength and Constitution permanently reduced by 1d4 each and takes 6d10 necrotic damage. If this brings that creature to 0 hit points, it dies and rises as a specter in 1d4 hours.

Each time you cast this spell, you must roll 1d20. If you roll a 1, your connection to the Negative Plane is too strong and you lose the same amount of Strength, Constitution, and hit points.

Enervation

4th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 6 hours

A black beam of enervating energy springs from your finger towards a creature within range. Make a ranged spell attack against the target. On a hit, the target gains 1d4+1 levels of exhaustion, it takes 2d10 necrotic damage, and its hit points are reduced by that amount. If the target already has one or more levels of exhaustion, this spell cannot take him past the fifth level. If the hit point reduction takes the target to 0 hit points, it dies. This exhaustion and hit point reduction last for 6 hours or until the target takes a long rest.

Entomb

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, M (a small cube of stone scored with lines on each side)

Duration: 10 minutes

You point to one Large or smaller creature within range that is standing on natural, unworked earth, sand, rock, or a similar material (or on vegetation that is on top of such a material). A block of solid stone rises out of the ground and engulfs the target within. The target may make a Dexterity saving throw to resist. For the duration of the spell, the target is subjected to the petrified condition. If the creature has the ability to pass through solid stone and does not need to activate that ability (such as if the creature is naturally immaterial), then it cannot be affected by this spell. When the spell expires, the stone crumbles away, leaving the engulfed target unharmed.

Erase

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You magically remove one set of writings you can see, up to one page's worth at a time. This automatically removes nonmagical writings. If you are attempting to remove magical writing, including spells such as *glyph of warding* or *symbol*, you must make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the writing is erased.

This spell does not work on illusory writing, such as that produced by *illusory script*, as that writing isn't real.

Erik's Quills

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a porcupine quill)

Duration: 1 minute

You conjure and throw 2d4 long quills, which unerringly strike one or two chosen targets within range, even getting in between the chinks in the target's armor. Each does 1 point of piercing damage each, for each of three rounds, and remains in the wound.

The target may use a bonus action to yank a quill out, but that inflicts an additional 1 point of damage. Otherwise, the quills vanish in 10 minutes.

The number of quills you create increases by 2d4 when you reach 5th level (4d4), 11th level (6d4) and 17th level (8d4)

Estate Transference

9th-level conjuration (ritual)

Casting Time: 1 hour

Range: Self (up to a 20-square-mile radius sphere)

Components: V, S, M (a magical item used to control elementals of the appropriate kind, which must be placed in the center of the area to be affected and remain there permanently, and a large number of bricks made of elemental matter.

Duration: Permanent.

You mark out a large area of land by surrounding it with bricks made out of the solidified material from one of the elemental planes (placed no more than five feet apart and/or three feet underground), and in the center of that area, you place the elemental-controlling item (which must be of the same element as the bricks). Then, when you cast this spell, a sphere containing all the land, water, and air you marked is permanently transferred to that plane, leaving nothing behind but a semicircular hole in the ground.

You create a pocket of Prime Material matter within that elemental plane. The water and air are self-renewing, and the temperature and weather conditions of your

pocket are identical to the way they were when you cast this spell.

The heart of this spell is in the elemental-controlling item. If this item is disturbed in any way, the spell immediately fails and the energies of the elemental plane flood into the protected area.

Everfull Quiver

4th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You enchant a quiver that contains at least two arrows. Each round for the next minute, you withdraw up to two arrows without depleting the total number of arrows in the quiver.

If more than two arrows are withdrawn in a single round, or if anyone other than you draws an arrow, the spell ends. You must use an arrow the same round you draw it; otherwise, it fades into nothingness.

This spell can only create nonmagical arrows.

Evolve

8th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a bit of your hair or blood, a miniature hand-tool of any kind, and a pearl worth 500 gp, which is consumed in the casting of this spell)

Duration: Instantaneous

You touch a beast, plant, or monstrosity with an Intelligence of 1 to 5 that has no magical abilities such as innate spellcasting. That creature must then make a Constitution saving throw, with disadvantage if it is of the same "type" (such as if you are a mammal

attempting to affect another mammal) as you and with advantage if it is radically different from you (such as if you are a mammal attempting to affect a crustacean or a plant). If the creature succeeds on its saving throw, the spell is negated.

If the creature fails on its saving throw, then over the course of the next 24 hours, it slowly “evolves” into an anthropomorphic being.

The creature’s type becomes humanoid. If the creature had four or more legs, its forelimbs become arms and hands and it walks on its hind legs. A creature with no limbs or with wings instead of forelimbs has a 50% chance of growing arms. If it doesn’t grow arms, it gains another method of manipulating objects, such as prehensile feet or tail.

A Tiny creature becomes Small and its hit die type changes to d6. A Huge creature shrinks to Large and its hit die type becomes d10 (Gargantuan creatures cannot be affected by this spell). Otherwise, the creature retains its size and hit die type. Its Intelligence increases by +8. Attributes that are 5 or lower increase by 2 each change to 7, and attributes higher than 20 become 20. If the creature previously was unaligned, its alignment becomes neutral, neutral good, or neutral evil, depending on its general disposition and how it has been treated prior to this event.

This change cannot be reversed save by casting *wish*.

This creature will breed true with other creatures of this type (i.e., other creatures of its original species that you cast *evolve* on), and has a 50% chance of being able to breed true with a creature of its original type or with a humanoid.

Exorcism

2nd-level abjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a silver bell, a book of prayers, and a blessed candle that must remain lit throughout the ritual)

Duration: Instantaneous

You attempt to get rid of an evil spirit, fiend, ghost, or other such creature that is possessing a living creature.

At the spell’s completion, the spirit must make a saving throw using the higher of its Constitution, Wisdom, or Charisma.

On a success, nothing happens and the exorcism fails. On a failure, the creature takes 2d6 psychic damage and must make a second saving throw. If that throw succeeds, its hit point total is reduced by 2d6 and the attribute it used to make the saving throw is reduced by 1d4-1, and it cannot regain those hit points or attribute points for 1 week, but it remains within the body. You cannot attempt to exorcise it again until you have taken a short or long rest. On a failure, the spirit is exorcised.

Regardless of the outcome, you take 1d4 levels of exhaustion and 2d6 psychic damage.

At Higher Levels. If you cast this spell with a 5th-level or higher spell slot, the spirit rolls all saving throws at disadvantage.

Exterminate

1st-level necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a pinch of lavender and dried garlic)

Duration: Instantaneous

When you cast this spell, all creatures of Tiny size with 1 hit point within 10 feet of you instantly die. Optionally, one Tiny creature with 5 hit points or fewer that is within range and that you can see can be instantly killed.

False Tracks

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

For the duration of this spell, your footprints are those of a normal animal of your choice. If part of your clothes or hair get snagged on undergrowth, it will appear to be bits of animal fur. Dropped objects do not change their appearance. When the spell expires, your footprints and snagged clothing change resume their normal appearance.

False Vision

5th-level illusion

Casting Time: 1 reaction, which you take when you learn you are targeted by any divination magic or perceived through magical scrying sensors.

Range: Self (30-foot radius)

Components: V, S, M (the ground dust of an emerald worth at least 100 gp, which is consumed when the spell is cast)

Duration: Concentration, up to 10 minutes

Cast upon becoming aware that you or something else within 30 feet of you are being magically spied upon, you create an illusory image or thoughts that will be detected instead. At the same time, you and everything else of your choice that is within that radius become invisible to the scrying method.

This spell cannot be cast preemptively; it only functions after a divination spell has been cast on you.

Fang Fist

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: V, S

One of your arms, from the elbow down, turns into a snake that can attack by your command or independently of you. It uses your spell attack modifier to attack, has a reach of 15 feet, has an AC of 16, and will turn back into a normal arm if it is dealt more than 12 points of damage in a single round (you take all damage inflicted on the arm). On a successful hit, it inflicts 1d8 + your Strength modifier in piercing damage, and the target must make a Constitution saving throw. The target takes 2d6 poison damage on a failed saving throw or half as much on a successful one.

The snake can also be used as a clumsy arm; it is capable of grasping objects firmly, although it cannot manipulate them.

Farspeaker

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the heart's blood of a hydra, and 8-inch square ceramic boxes covered in silver filigree, worth 100 gp each; the blood is consumed with the casting of the spell but the boxes are not and can be reused.)

Duration: 6 hours

You enchant up to five specially constructed boxes and place these boxes up no farther than one mile from each other, and all within five miles of you. Any words spoken into one box while you touch it can be clearly heard emanating from all other others

You must touch each of these boxes in turn when casting the spell. Optionally, you can create one box covered in gold filigree and worth 500 gp; this box is the master box and you only need to touch this one to cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you may enchant one additional box for each slot level above 3rd.

Favor of Amelioration

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

Granted by both gods of pain and of protection, this spell has two uses; you must choose which you will use when casting the spell:

◆ *Banish Pain.* One willing creature you choose within range is freed from pain. For a duration of Concentration, up to 10 minutes, the target is immune to unconsciousness and the poisoned condition (although it will still take damage from the poison), and if it takes 15 damage or less and it would be reduced to 0 hit points, it is reduced to 1 hit point instead.

◆ *Transfer Damage.* You transfer up to 20 hit points to an injured creature within range, or take up to 20 hit points from an uninjured creature within range to heal your injuries. If the creature is unwilling, it must make a Constitution saving throw to resist.

Favor of Serendipity

2nd-level transmutation

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Until triggered

Granted by gods of luck and travel, you cast this spell and one unexpected event occurs in your favor. This spell only functions when you are in a dangerous or taxing conditions. For instance, you might find shelter

during a storm, stumble across the rare herb needed to cure an ally of poison, find a source of fresh, clean water in the desert, or have a chance rockslide cut off the horde of orcs that's chasing you.

You are not in control of the chance event and if your god feels that you are abusing this spell, it may refuse to answer your prayer or cause you to suffer from a dangerous consequence instead.

Favor of the Earth

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

This spell is granted by gods of plants, the woodlands, and of agriculture. You touch two living, mundane plants and you remove all diseases and poisons and double that plant's yield of fruit, flowers, or other usable parts. This spell can only be used once per plant.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, you may affect two additional plants per slot above 1st.

Favor of Good Luck

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

This spell is granted by gods of luck and fortune. You touch a creature. It succeeds the next saving throw it needs to roll within 24 hours. The target cannot choose to not use this spell and roll the saving throw anyway; it occurs automatically. This spell can only be used once per individual per day.

Favor of Ill Luck

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

This spell is granted by gods of misfortune and evil. You touch a creature. It fails the next saving throw it needs to roll within 24 hours. The target cannot choose to not use this spell and roll the saving throw anyway; it occurs automatically. This spell can only be used once per individual per day.

Favor of the Ocean Winds

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of driftwood)

Duration: 1 year

This spell is granted by gods of the sea and of travel. You cast this on an amulet, which must be given to a willing creature. If that creature is ever cast overboard and lost at sea while wearing the amulet, it will be guaranteed to be washed ashore somewhere habitable with plenty of available fresh water and food (although not necessarily safe or close to civilization).

Favor of the Flying Horse

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather from a pegasus)

Duration: Concentration, up to 1 hour

This spell is granted by gods of the air, of birds, or of horses, and of travel. You touch a tamed equine, equine-like beast or monstrosity, or other riding beast, and it sprouts a

pair of impressive, feathered wings. The creature can then fly with perfect ease and has a flying speed of 60 feet.

Fertility

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a seed)

Duration: 1 week

You touch a willing creature; for the duration, that creature becomes incredibly fertile. You may not use this spell on yourself, although you can use it on your partner.

Fiery Eyes

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your eyes glow with unnatural fire—they're so bright, they project bright light to a range of 5 feet around you. You may choose what color they burn. These fiery eyes have several functions.

If you stare at one spot for three rounds, any combustible materials in that spot burst into flame.

If you look into the eyes of another creature within 10 feet, that creature must make a Wisdom saving throw or become incapacitated for 1 round due to being fascinated by the unearthly light.

If this spell is active while you cast a spell or use an ability that charms a target, and that target is within 30 feet and can see your eyes, it has disadvantage to its saving throw against the charm.

Fiery Fists

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a lump of coal)

Duration: 1 minute

Your hands become wreathed in blazing blue fire. Your unarmed strikes do an additional 2d6 fire damage. In addition, on a successful hit, the fire leaps up and produces a cloud of noxious smoke. The creature you struck must make a Constitution saving throw or become incapacitated for 1 round due to choking and coughing.

Filth's Bane

1st-level transmutation (ritual)

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: Instantaneous

One creature of Huge size or smaller is instantly cleaned and sanitized, including its clothing. Unwilling targets may attempt a Charisma saving throw to negate the spell.

Fire Arrows

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of sand and a drop of your spittle)

Duration: Instantaneous

You point at a fire within range and it explodes into fiery missiles, which fly up to 30 feet away. All creatures within that range must make a Dexterity saving throw. A creature takes 2d4 fire damage on a failed saving throw, or half as much on a failed one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher,

this does an additional 1d4 damage for each slot level above 2nd.

Fire Aura

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a scrap of singed paper and a piece of flint)

Duration: Concentration, up to 1 minute

You cast this spell and an aura of emerald-green flames flares out around you.

While this spell is active, you have immunity to fire. In addition, any creature that attempts to grapple you or that hits you with an unarmed attack takes 2d6 fire damage and must make a Dexterity saving throw or be set on fire. Each round for the next 1d4 rounds, that creature takes 1d6 fire damage.

Fire Charm

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of very thin multicolored silk that you throw into the fire)

Duration: 1 minute

You light a fire (such as a bonfire, brazier, fireplace, candle, or lantern) while casting this spell and a gossamer veil of faint, multi-hued cool fire surrounds the flame; then you issue a suggestion of 12 words or less, which has the same restrictions and ability as the *suggestion* spell. Creatures that can't be charmed are immune to this effect. You are not affected by this spell.

You may choose up to 4 creatures within range who can see the flame and can understand must make a Wisdom saving throw. On a failed save, the creature is magically influenced by your word and will pursue the

course of action you described to the best of its abilities.

If you or any of your companions damage one of the targets, the spell ends for that target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may charm an additional 2 creatures for each slot level above 4th.

Fire Truth

1st-level divination (ritual)

Casting Time: 1 minute

Range: 5 feet

Components: V, S, M (a candle made of pure beeswax that is worth 25 gp, which is consumed by the spell)

Duration: 1 minute

You light a specially-made candle and place it within 5 feet of a named target. If the target then knowingly tells a lie, the candle flares brightly. A half-lie or slight deception causes the candle to gutter and flicker. If the target tells an outrageous lie, the candle extinguishes itself.

At Higher Levels. When you cast this spell using a 5th-level or higher spell slot, and the target tells a lie, the fire leaps and burns the target, inflicting 1d8 fire damage with each lie.

Fireproof

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ounce of powdered lime)

Duration: 1 hour

You touch a Medium-sized or smaller inanimate object and render it immune to natural fire and resistant to magical fire.

At Higher Levels. When you cast this spell using a 3rd-level spell slot, you can protect a Large item; when using a 4th-level spell slot, you can protect a Huge item; and when moving 5th-level or higher spell slot, you can protect a Gargantuan item.

Firestaff

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a piece of phosphorous and a pinch of iron filings)

Duration: 1 minute

The ends of a wooden staff that you are holding burst into blue-white flame. You may use the staff itself or hand it to someone else to use. When the staff hits a target, it does an additional 2d6 fire damage.

The flames on the staff cannot be extinguished by any means. It can be used to set combustibles on fire, but the fires it sets are normal and can be extinguished normally.

Fireward

5th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a pinch of sand and a drop of water)

Duration: Concentration, up to 1 minute

You create an immovable area around that is completely immune to fire of either mundane or magical origin. Flames will move around the sphere but cannot penetrate.

You can move about and exit and enter the sphere as often as you wish, but the sphere remains in place.

First Strike

1st-level transmutation

Casting Time: 1 reaction, which you take when are about to enter combat.

Range: Self (10-foot radius)

Components: V, S, M (a handful of sand, which you run through your fingers)

Duration: Instantaneous

You and all allies within range have advantage on your initiative roll.

Fist of Stone

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

One of your hands turns into flexible stone. Although you retain your sense of touch, that hand does not feel pain. You have a Strength of 16 with that hand (only). Unarmed attacks do 1d4+2 bludgeoning damage.

Flame Harvest

7th-level evocation

Casting Time: 1 hour

Range: Self (90-foot radius)

Components: V, S

Duration: 1 month

You walk around a copse of trees, a field, or another flammable area for an hour, laying a magical trap. Afterwards, you set a specific condition that will spring the trap.

When these conditions are met, the area will burst into flames. All creatures within the area who were unaware of the trap take 10d8 fire damage. Creatures who were aware of the trap (which is only detectable through magic) may make a Dexterity saving throw. A creature takes 10d8 fire damage on a failed

saving throw, or half as much on a successful one.

After the initial blast, the fire will burn normally, inflicting 1d8 fire damage to any creature that ends its turn in the area, until it burns itself out.

Flashpuff

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: S, M (a pinch of a white powder, such as flour)

Duration: 1 minute

You throw a pinch of powder into a burning fire and it causes a brilliant flash of light and a cloud of colorful smoke (one or two colors of your choice). All creatures within 10 feet of you must make a Constitution saving throw or be blinded for 1 round.

You can sculpt the smoke into a simple, two-dimensional image for as long as you concentrate on it (up to 1 minute), or you can use the flash and smoke to hide a quick escape.

Fool's Speech

3rd-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small bone whistle)

Duration: 1 hour

While casting this spell, you touch up to eight willing targets. This gives you and your allies the ability to speak in a secret language that is incomprehensible gibberish to everyone else. This language cannot be understood even when using spells such as *comprehend languages* or *tongues*.

Fool's Gold

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered piece of iron pyrite)

Duration: 6 hours

You touch a pile of up to 150 copper coins or an object made out of copper, brass, or bronze that weighs less than 1 pound, you turn them into gold. When the spell has expired, they revert back to normal.

If one of these altered items is touched with a piece of iron, it has a 25% chance of instantly reverting back to normal.

At Higher Levels. When you cast this spell using a 4th-level or higher spell slot, the resultant gold objects will not revert if touched with iron.

Force Shapechange

5th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a hair from a lycanthrope and a butterfly)

Duration: Instantaneous

You point to one creature within range that you can see. If that creature is shapechanged, either through natural ability or by spell, that creature must make a Constitution saving throw or be forced back to its true shape and take 3d10 force damage from the forced change. If the creature succeeds on its saving throw, it takes half-damage. This spell has no effect on illusory disguises.

Frost Fingers

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, shards of ice shoot out from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Frost Whip

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You create a ten-foot long, blue-white, glowing line of solidified coldness, which you can use as a whip. You use your spell attack modifier to attack. On a hit, it does 3d10 cold damage to living tissue and the creature must make a Constitution saving throw or be paralyzed for 1 round.

Frostfire

2nd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of ivory, a pinch of soot, and a shard of clear crystal)

Duration: Concentration, up to 1 hour

You point to a fire of any size within range and change it so that it becomes cold, not hot. For the duration of the spell, the flames burn clear blue. The fire must be one that burns for at least one minute, not one with an instantaneous duration (such as a *fireball* spell). This spell produces one of three effects:

◆ **Cool Flame.** This removes all heat from the flame. It still burns fuel and produces light but it causes no damage if touched.

◆ **Cold Flame.** This alters the flame so it does cold damage instead of fire damage.

◆ **Chilled Flame.** You make a ranged spell attack against one fire elemental or creature that is currently aflame due to magical ability (not one that has been set on fire in order to hurt it). On a hit, it inflicts 2d10 cold damage to that creature.

Gift of Speech

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You grant one beast or monstrosity with an Intelligence of 1 to 4 the ability to speak your language and understand you. This does not raise its Intelligence.

Glass Storm

8th-level conjuration

Casting Time: 1 minute

Range: Self (30-foot radius)

Components: V, S, M (a shard of glass)

Duration: Concentration, up to one minute

You create extremely powerful winds that surround you, leaving you in the storm's "eye." The winds are full of dangerous glass and crystal shards.

All creatures within the storm must make a Dexterity saving throw each time that they end their turn in the storm. A creature takes 10d6 piercing damage and is blinded for 1 minute on a failed saving throw, or half as much damage and not be blinded on a successful one.

Ranged combat is impossible within the storm. Non-metallic armor has its AC reduced by 1 each round it is the storm. Armor that has its AC reduced to 10 is destroyed.

Glassee

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of glass)

Duration: Concentration, up to 1 minute

You make an area of metal, stone, or wood of up to 6 square feet transparent as glass. Metal can be up to 4 inches thick; stone can be up to 1 foot thick, and wood can be up to 2 feet thick. You can choose to make the area transparent to everyone, make it transparent only to you, or to create a one-way mirror. This spell does not work through lead.

Glassteel

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of glass and a piece of steel)

Duration: Instantaneous

Up to 100 pounds of glass or crystal that you touch gains the tensile strength and durability of steel.

Glyph of Revealing

5th-level divination (ritual)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (ink made out of the juice of crushed eyebright flowers, white chalk, and powdered quartz)

Duration: 10 minutes

You inscribe a special rune on a flat, horizontal surface. All magical runes, marks,

glyphs, symbols, and other forms of written magic glow, allowing them to be read or identified without being accidentally triggered.

Glyph of Warding

This is a new variant of the spell *glyph of warding* that appears in the *Player's Handbook*, pg.245

Sepia Snake Sigil. When triggered, a sepia snake springs into being and attacks the nearest living creature (other than you) within 10 feet of it, using your spell attack modifier. On a hit, it engulfs the target in a shimmering amber field of force. The target is restrained and incapacitated. These conditions remain for 12 hours, until you release the creature, or a *dispel magic* spell is cast on it. While in the amber field, the creature does not age or need to eat, drink, breathe, or sleep.

Graft

6th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a *potion of healing* and 1,000 gp worth of powdered moonstone)

Duration: Instantaneous

You may graft the limb of one creature to the stump of another.

The limb may be from a creature that is no more than one size category larger or smaller than you. It must also be the same sort of limb—you cannot graft a leg to the stump of an arm. Regardless of the Strength of the original creature, you use your own Strength with the arm.

The appendage retains its original AC and keeps any physical attacks it originally have (such as claws). It does not retain any of the original creature's magical abilities, mag-

ic resistance, or any other supernatural abilities native to that creature.

Grassdart

2nd-level transmutation

Casting Time: 1 action

Range: Self (10 foot radius)

Components: V, S, M (a blade of grass)

Duration: 10 minutes

1d6 + your spellcasting ability modifier blades of grass within range are turned stiff and razor-sharp, allowing them to be used as weapons. You are instantly aware of which blades of grass have been transformed.

A blade of grass that is under 1 foot in length can be thrown as darts and do 1d4 + your Dexterity modifier in piercing damage on a successful hit. A blade of grass longer than that can be thrown as a javelin and do 1d6 + your Dexterity modifier in piercing damage. You have proficiency in both types of weapon when using a *grassdart*.

Ground Trace

2nd-level divination

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (one of your hairs and a piece of thread)

Duration: Concentration, up to 1 minute

You can follow the direction and discern the extent of unseen buried roots, water courses, tunnels, drains, pipes, passages, and even underground rooms as long as at least part of it is visible to you above the surface.

Guardian Seal

4th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, M (pure beeswax, which is molded into a seal)

Duration: Until dispelled or broken

You magically seal a door, window, box, or similar closure against one type of creature: aberration, fey, undead, etc. If a creature of that type attempts to damage the seal, it is considered to have an AC of 20 and all of that creature's attacks do half-damage.

The seal does not prevent that type of creature from damaging the area around the seal. If the seal was placed on the lock of a box, the creature can destroy the box. If it was placed on a door, the creature could destroy the walls around the door.

Guardian Weapon

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of your sweat or spittle and a pebble)

Duration: Until triggered

You create an invisible field of force shaped like a weapon of your choice; you use this force to guard a doorway or other area and assign it a password.

If that area is disturbed by someone who does not first speak the password, the weapon strikes. It only attacks once but it automatically hits and does 4d12 damage appropriate to its type and the target is stunned for 1 minute. The target must also make a Strength saving throw or be knocked prone.

Gullship

7th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a model boat and the feather of a seagull)

Duration: 12 hours

One boat you touch that is no more than 100 feet long gains the ability to fly. You can

control the vessel's altitude up, and can cause it to rise to no more than 500 feet in the air. The vessel is still dependent on the winds to move forward, however.

When the spell ends, the ship gently lowers itself to ground or sea level.

Gunther's Kaleidoscopic Strike

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A beam of scintillating, kaleidoscopic light shoots from your finger toward a spellcasting target within range. Make a ranged spell attack against the target. On a hit, the target must make a saving throw using its spellcasting attribute.

On a failure, the target's mind is "short-circuited" and it loses a number of spells equal to your level, starting with 1st-level spells and moving on to more powerful spells. That target will not be able to cast those spells until it has had a chance to re-prepare them.

Targets that have innate spellcasting abilities lose the ability to cast that number of spells until it takes a short or long rest.

This spell has no effect on non-spellcasters.

Hail of Stone

1st-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a piece of jade worth at least 5 gp)

Duration: Instantaneous

A storm made of stones appears in a location you choose within range. The area of the storm consists of up to ten 5-foot cubes,

which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 1d6 bludgeoning damage on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Hailstone

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You fire a large hailstone from the palm of your hand. Make a ranged spell attack to hit. If successful, you inflict 1d8 bludgeoning damage and the creature is stunned for 1 round.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)

Hair

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell allows you to clean, trim, style, dye, or bleach a willing target's hair, beard, or fur instantly.

Handcandle

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A flame springs forth from your palm. The flame can be either red or white, and you may switch between them as a bonus action.

◆ **Red Flame.** Hot but not particularly bright, you can use this flame to ignite flammable materials, cook food, or to scorch beings you touch, doing 1d8 + your spellcasting ability modifier in fire damage.

◆ **White Flame.** Bright but cool, the white flame cannot set anything on fire and does no damage, but it sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Handfang

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You cause a sharp-toothed maw to appear on the palm of your hand. The maw is completely under your control and can be easily hidden by curling your fingers over it, wearing a glove, keeping the palm flat against your body, etc.

If you touch someone with that hand (this requires an attack if done in combat), it bites, doing 1d4 + your Strength ability modifier in piercing damage and 1d4 acid damage from its corrosive saliva.

The acid damage increases when you reach 5th level (2d4), 11th-level (4d4), and 17th level (8d4)

Hard Water

5th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a flask of water and a stone)

Duration: 1 hour

You touch the surface of a body of water and up to 40 square feet of it are transformed into a slightly damp, transparent, rock-hard substance, to a maximum depth of 5 feet.

Creatures imbedded in the water at the time (such as fish) are held stasis until the spell ends, at which point they are released, unharmed.

Harp of War

9th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a strand of silver wire)

Duration: Concentration, up to 10 minutes

A seven-stringed harp made of glowing silver light appears in mid-air in front of you. It hovers immovably, allowing you to leave it there if you need to do something else. Each round, you may pluck one of its strings and release a power—you are aware of the power associated with each string. The powers are as follows:

◆ **Flame Strike.** You call down a column of fire on one creature within 60 feet, who must make a Dexterity saving throw. The creature takes 9d6 fire damage on a failed saving throw or half as much damage on a successful one.

◆ **Lightning Bolt.** You may fire a bolt of lightning at one creature within 60 feet, who must make a Dexterity saving throw. The creature takes 9d6 lightning damage on a failed saving throw or half as much damage on a successful one.

◆ **Scatter.** You may teleport all magical items within a 30-foot radius to random locations within 1 mile. If the object is held or

carried by a creature, that creature may make a Strength saving throw to hang on.

◆ **Shatter.** All nonmagical inanimate objects within a 30-foot radius take 5d10 force damage; an item reduced to 0 hit points shatters.

◆ **Summoning.** You summon four pegasi who will fight on your behalf or provide transport for up to 1 hour.

◆ **Teleport.** You choose up to 11 creatures within a 30-foot radius and teleport them to a random location within 1 mile. If the creatures are unwilling, they may make a Wisdom saving throw to resist.

◆ **Wall of Stone.** You cause a wall of stone to erupt up from the ground. The wall is 6 inches long and composed of ten 10-foot by 10-foot panels, each of which must be touching at least one other panel.

Each string can be plucked once and vanishes after its been used. When the last string vanishes, so does the harp.

Haunting

Illusion cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: 1 round

You create a “spooky” sound—the creaking of a door, mysterious footsteps, a moan or groan, the rattling of chains, the type of rapping noise that is normally heard at a séance, etc. A creature hearing the sound must make a Wisdom saving throw or be frightened for 1 round.

Heart Call

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mummified humanoid heart)

Duration: Instantaneous

You hold out your hand and choose a Small or Medium-sized humanoid within range you can see. That creature must then make a Constitution saving throw. On a failure, that creature's heart is literally ripped out of its chest and flies to your hand. On a success, the creature takes 8d8 force damage instead.

Heart of Stone

8th-level necromancy (ritual)

Casting Time: 1 day

Range: Self

Components: V, S, M (a heart carved out of a precious stone worth at least 5,000 gp)

Duration: One year

You replace your own heart with one made out of stone. Your heart continues to beat outside of your body and does not require any special care or treatment.

While this spell is in effect, you have resistance to bludgeoning, piercing, and slashing damage, resistance to paralysis and petrification, and are immune to exhaustion. Furthermore, you don't bleed and you age half as quickly as normal. However, you also lose the ability to heal naturally; you can only heal through magical means.

When this spell ends, either after a year or through other means, it instantly replaces the stone heart in your chest. If at any time your real heart is destroyed, you die instantly. Because of this, it is wise to place your heart somewhere very safe. The stone heart may be reused for this spell.

Heartseeker

8th-level evocation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 6 hours

You cast this spell on a piercing weapon such as an arrow or spear. When the weapon successfully causes damage, it begins growing roots and branches which seek out vital organs as a source of nutrients. This poisons the target for 1 minute. Each round, the target must make a Constitution saving throw. The creature takes 6d6 necrotic damage on a failed roll, or half as much damage on a successful one.

The creature may attempt to make a Strength (Athletics) ability check to pull the weapon out. If successful, the target has successfully pulled the weapon out, but inflicts 2d8 piercing damage on itself in the process.

Helping Hand

3rd-level evocation

Casting Time: 1 action

Range: Self (5-mile radius)

Components: V, S, M (a black silk glove)

Duration: 6 hours

Used primarily when you are trapped or otherwise in danger, you summon a hovering, insubstantial and translucent, 1-foot tall hand. You can then command the hand to locate a creature of your choice, based on a physical description. You can specify race, sex, and general appearance.

The hand then flies off with a speed of 60 feet, and it can pass through a crack as narrow as 1 inch without squeezing. If it finds such a creature, it will beckon for that creature to follow. If that creature follows, it will point in your direction and lead the creature in the most direct route to you. It will stay about 10 feet ahead of the creature and will pause to let it catch up, but it doesn't understand concepts such as safety.

If the subject decides not to follow it, the hand will return to you and hover, palm-up, to indicate failure. It will then vanish.

Hibernation

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur from a creature that hibernates)

Duration: 1 month

You touch a Large-sized creature, two Medium-sized creatures, or three Small or Tiny creatures, who go into hibernation for a week. If the creature is unwilling, it may make a Constitution saving throw to resist. While hibernating, the creature's need for food, water, and oxygen is reduced by a factor of 10. The creature can be awakened for a brief time but will go back to sleep once it is no longer needed. At the end of the duration, the creature will wake up very hungry and thirsty. If you are not the one in hibernation, you may use your action to dismiss the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the creature sleeps for an additional month for each slot level above 4th.

Hiding Place

4th-level abjuration

Casting Time: 1 hour

Range: Special

Components: V, M (a scroll covered with pictograms and runes depicting eyes, ears, and brains, which are burned when you cast the spell)

Duration: 1 week

You spend an hour completely sealing a room of no more than 150 cubic feet: you lock and board all windows and doors, fill all cracks in the walls with rags or putty, and so

on. This spell then makes that room completely undetectable to all divination spells of 5th level and lower. In addition, all creatures outside of that room forget about the room's existence. If you open any of the room's doors or windows, the spell fails.

Hold Portal

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

You magically hold a door, gate, or hatch shut, as if it had been closed tightly and locked or barred. Strength ability checks to bash the door down are at disadvantage, but this spell is instantly countered by *knock*.

Optionally, this spell can be used to hold a door, gate, or hatch open. Strength checks to force it closed are at a disadvantage.

Holy Flail

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered gemstone)

Duration: Concentration, up to 1 minute

You turn your holy symbol into a bludgeoning weapon of your choice. This weapon does 1d12 + your spellcasting ability modifier in bludgeoning damage, plus 1d8 radiant (if you're good or neutral) or necrotic (if you're evil) damage. You are considered proficient in that weapon for the duration of the spell. If anyone other than you or another worshipper of your god attempts to use the weapon, the spell ends and the weapon reverts back into a holy symbol.

Horn of Plenty

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a ram's horn)

Duration: Concentration, up to 10 minutes

You turn a hollowed-out horn into a magical cornucopia. Each minute, it produces enough raw fruits, vegetables, and grain to feed six humanoids or two steeds for a day, or enough water, wine, or ale to slake the thirst of six humanoids or two steeds for a day. Each minute, you may choose whether you wish to produce food or drink.

Hornung's Random Dispatcher

8th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You point to one creature you can see within range. That creature must make an Intelligence saving throw. On a failure, the creature is hurtled into a completely random plane of existence. You have no control over which plane the target ends up going to, and it is entirely possible that the target's destination will instantly kill it. The GM should roll on the following table to randomly determine the destination:

d100 Plane

01-04	The Feywild
05-08	The Shadowfell
09-12	The Ethereal Plane
13-16	The Astral Plane
17-20	The Elemental Plane of Air
21-24	The Elemental Plane of Earth
24-28	The Elemental Plane of Fire
29-32	The Elemental Plane of Water
33-36	The Blessed Fields of Elysium

37-40	The Clockwork Nirvana of Mechanus
41-44	The Ever-Changing Chaos of Limbo
45-48	The Gray Waste of Hades
49-52	The Heroic Domains of Ysgard
53-56	The Infinite Battlefield of Acheron
57-60	The Infinite Layers of the Abyss
61-64	The Nine Hells of Baator
65-68	The Olympic Glades of Arborea
69-72	The Peaceable Kingdoms of Arcadia
73-76	The Seven Heavens of Mount Celestia
77-80	The Tarterian Depths of Carceri
81-84	The Twin Paradises of Bytopia
85-88	The Wilderness of The Beastlands
89-92	The Windswept Depths of Pandemonium
93-96	The Outlands or the City of Sigil
97-00	The Far Realm

Hovering Road

7th-level conjuration (ritual)

Casting Time: 1 minute

Range: Self (20-foot road centered on yourself)

Components: V, S, M (a chunk of black marble and a loop of gold wire)

Duration: Concentration, up to 12 hours

You create a magical road, 10 feet wide and extending 10 feet ahead of you and 20 feet behind you, and that hovers anywhere from three to thirty feet above the ground, for as long as you continue to walk forward. If you stop walking for longer than 15 minutes, the road slowly sinks and vanishes.

The road is approximately one foot thick and has the texture and color of black marble. It is an object that has AC 20 and hit points equal to your hit point maximum, and is resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons. If it is destroyed, it turns to black mist, dropping all creatures on it to the ground below.

Hurl Rock

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny pebble)

Duration: 1 round

You telekinetically hurl a loose rock that is within 10 feet of you. Make a ranged spell attack. On a hit, it inflicts bludgeoning damage depending on the rock's size:

Diameter	Damage
Up to 1 foot	2d4
1-2 feet	2d6
2-3 feet	2d8
3-4 feet	2d10
4-5 feet	3d8
5-6 feet	4d10

If the rock strikes something hard, there is a 50% chance it will shatter into shrapnel. All creatures within 10 feet of the impact must make a Dexterity saving throw. A creature takes 2d6 damage on a failed saving throw, or half as much on a successful one.

Hurl Thunderbolt

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

A crackling bolt of lightning appears in your hand, allowing you to throw it at one target within range. Make a ranged spell attack. On a hit, the creature takes 6d6 lightning damage and must make a Constitution saving throw. The creature is deafened for 1 minute and stunned for 1 round on a failed saving throw, or just deafened on a successful one.

Ice Blade

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of ice, glass, or crystal)

Duration: Concentration, up to 1 minute

You create a magical, three-foot long sword-shaped formation of jagged, swirling ice shards. You use your spell attack modifier to hit and you strike with advantage, as its unconnected ice-shards can pass through chinks in armor.

On a hit, it inflicts 2d10 slashing damage and 1d12 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you do an additional 1d12 cold damage for each slot level above 4th.

Idea

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a platinum coin, which is consumed in the casting)

Duration: Instantaneous

You gain advantage on a single Arcana, History, Insight, Investigation, Medicine, Nature, Performance Religion, or Survival ability check.

Ilyykur's Mantle

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an uncut gemstone worth at least 25 gp)

Duration: 1 minute

A luminous aura completely covers you and conforms the contours of your body. While this aura exists, you are resistant to

being charmed or frightened, are resistant to lightning, and have advantage to all saving throws.

If you have a familiar, that familiar is also covered by the mantle as long as it stays in physical contact with you.

Imbue with Purpose

6th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, M (1,000 gp worth of powdered diamond)

Duration: 24 hours

One weapon you touch gains the purpose of slaying a particular type of creature (humanoids, monstrosities, undead, etc.) whose alignment is diametrically opposed to yours. For instance, if you are lawful good, you can create a weapon that is purposed to slay evil fey, chaotic fey, or just chaotic evil fey.

When the wielder strikes a creature of that type, one of the following happens:

- ◆ 100 hit points or more: the creature takes an additional 6d6 force damage and the spell ends.

- ◆ 50-99 hit points: the creature takes an additional 6d6 force damage and must make a Wisdom saving throw. On a failure, the creature is frightened of you for 1 minute.

- ◆ 49 or fewer hit points: the creature is slain outright.

Immurk's Distraction

2nd-level enchantment (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a scattering of sand and 500 gp worth of diamond dust)

Duration: 24 hours

You touch an item and then conceal it in or under something. As long as that item

remains concealed, nobody will find that item by accident—the creature will simply look a little bit to the side or make another mistake that keeps it from finding the object—and creatures deliberately looking for it have disadvantage on all ability checks made to locate it. Finally, all cantrip and 1st-level divinations will fail to find it.

Impeding Permission

5th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 hour

You choose one creature in range that you can see and that has an Intelligence of 5 or greater. That creature must make a Wisdom saving throw. If it fails, it is charmed by you for the duration. Creatures immune to being charmed are not affected by this spell. The creature can take no action without first gaining your permission.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the duration increases by one hour for every slot level above 5th,

Impenetrable Falsehood

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 12 hours

You or one willing creature you touch becomes able to tell lies without being caught or stopped by mundane or magical means, including use of the Insight skill or spells such as *zone of truth*. In addition, anyone who reads your mind in order to find the truth must make an Intelligence saving

throw; they only discover that you are lying if they succeed.

If cast on a creature who is in or who enters a *zone of truth*, that creature gains advantage on its saving throw, and the *zone's* caster will be led to believe that that creature failed its saving throw, regardless of whether that creature failed or succeeded.

Instant Audience

4th-level illusion (ritual)

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a small collection of various items such as buttons and coins, and a live mouse, which vanishes for the duration of the spell but reappears, unharmed, when the spell is over)

Duration: 4 hours

You conjure an semi-real audience. Every minute for the next five minutes, 1d4 people will enter the area as if just coming in from the outside (they do not poof into existence). They appear to be a mix of people appropriate for the circumstances and location. When it's appropriate, they will applaud, chit-chat, and eat available snacks. If it's appropriate for the circumstances, they may flirt or act as bullies. They do not talk about themselves at all, as they have no history or true knowledge beyond trivia you yourself might know. Nor do they leave the area. When the spell's duration ends, or you dismiss the spell, the audience members leave in the same way they came in.

The members of the audience do not fight in any manner. They have an AC of 10 and 1 hp, and will instantly vanish if harmed in any manner.

Intensify Nature

7th-level transmutation

Casting Time: 1 action

Range: Self (1 mile radius)

Components: V, S, M (a small curved horn carved with runes, worth 100 gp)

Duration: Concentration, up to 1 hour

You multiply the power of one currently existing natural phenomena or condition. For instance, a light rain becomes a downpour, while a heavy rain becomes a torrential downpour that causes flooding. Gentle snow becomes a blizzard and even cause white outs. Heat waves and cold snaps become incredibly intense and damaging. Breezes become hurricanes and stiff winds become tornadoes. Light fog completely obscures the area.

Intensify Sensation

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a creature, who must make a Constitution saving throw if unwilling. The creature will perceive any physical or emotional sensation as being unbelievably powerful, for good or bad. A creature under the influence of this spell is incapacitated for the duration.

Spells designed to create an emotion or physical sensation have twice the duration as normal and the creature saves against them at disadvantage.

Invisibility Purge

4th-level abjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a silver mirror 3 inches in diameter or smaller)

Duration: 1 hour

You pick a point within range and create an area 10 feet in radius. Any creature that enters this area invisibly, due to magic or natural ability, is instantly rendered visible.

Iron Maiden

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of metal from a suit of armor)

Duration: Concentration, up to 1 minute

You summon a suit of animated armor (*Monster Manual*, page 19) that fights for you. This armor wields a greatsword and uses your spell attack modifier to fight. On a hit, it does 2d6+2 slashing damage.

At Higher Levels. You conjure additional iron maidens when you use a 6th- or 7th-level spell slot (two iron maidens) or an 8th- or 9th-level spell slot (four iron maidens).

Ironwood

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of metal filings and tree sap)

Duration: Instantaneous

Up to 500 pounds of wood suitable for building that you touch gains the tensile strength and durability of steel.

Isolde's Answer

3rd-level divination (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crystal ball or gilt-framed mirror worth at least 250 gp)

Duration: Concentration, up to 1 minute

You hold a mirror or crystal ball and ask a question (which must have a *who*, *what*, or *where*). For instance, "where did I put my keys?" or "what is on the other side of the Iron Gate?" or "who is the fairest of them all?" The item then shows you an answering image, provided the object, place, or person is within 5 miles of you. It provides no other information about the image.

Ivy Siege

9th-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (an ivy leaf)

Duration: Concentration, up to 1 hour

Vines of ivy quickly grow over a structure. The building must be attached to the ground; ships and flying castles are immune.

Within ten minutes, the ivy has climbed all of the walls, and within twenty minutes, it has spread so thickly it is nearly impossible to see the building underneath.

Starting after one-hour hour, the ivy deepens in color to green-black and begins squeezing the walls, doing 3d10 bludgeoning damage every minute for the next thirty minutes. At the end of the hour, the ivy dies and begins to die.

Javelin

3rd-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 round

One throwing weapon you throw is imbued with several properties: you have advantage to hit, its range is doubled, and it inflicts an additional 2d10 force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Khelben's Blackstaff

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

One nonmagical staff, club, or piece of wood you touch begins to shimmer with black, crawling light. For the duration of this spell, the staff's wielder (who is either you or someone who was holding the staff when you cast the spell) has advantage on attacks with it and on a hit, it inflicts 2d6 bludgeoning damage and 4d8 necrotic damage. It cannot be used to harm you or the designated wielder. The staff is also completely immune to any magic cast upon it, with the exception of *wish* and *antimagic shell*.

In addition, each round, the staff inflicts one option from the following list, wielder's choice:

- ◆ On a successful attack that inflicts necrotic damage, the wielder regains 2d8 hit points.

- ◆ On a successful attack, the staff casts *dispel magic* on the target. The *dispel magic* acts as if it was cast using a 6th-level spell slot.

- ◆ The target must make a Wisdom saving throw or be frightened of the blackstaff's wielder for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- ◆ The target must make a Wisdom saving throw or become confused. It can't take reactions, and must roll a d8 at the start of each of its turns to determine its behavior for that turn:

d8 Behavior

1-3 The creature doesn't move or take actions this turn.

4-6 The creature uses its action to make a melee attack against a randomly determined creature within its reach

7-8 The creature can act and move normally

- ◆ The target must make a Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- ◆ The target completely forgets all cantrips and 1st-level spells they know, if any. The target will not be able to re-cast those spells until after a short or long rest.

- ◆ The target is assaulted by terrifying images and takes 4d6 psychic damage, and be at disadvantage on all Intelligence and Charisma saving throws for the remainder of the spell's duration.

- ◆ If the target is a spellcaster, it forgets one prepared spell, chosen at random. If the target has innate spellcasting, it loses the ability to cast one of its spells until it takes a long rest.

Kiss of Torment

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You must touch a creature's bare flesh, either literally kissing the creature or brushing it with your fingertips. That creature may make a Constitution saving throw. On a success, the spell ends. On a failure, the creature takes 4d6 psychic damage and is in so much pain that it is incapacitated for the duration. It may make a new saving throw at the end

of each of its turns, ending that effect on a success. However, each round that the creature remains incapacitated, it takes an additional 2d6 psychic damage.

Know Customs

3rd-level divination (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose one creature native to the area that has an Intelligence of 5 or higher. That creature must make an Intelligence saving throw. If the saving throw succeeds, the spell ends. On a failure, you gain the knowledge that creature possesses on local customs, including common courtesies, local restrictions and taboos, upcoming and important holidays and observances, and typical things that “everyone” knows.

Ladder

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a knot of wood)

Duration: Concentration, up to 10 minutes

You create a ladder of magical force that is one foot wide and ten feet long. You may place it vertically against a wall, lay it horizontally so it can be used to cross gaps, or have it lean at a 45° angle to be used as a staircase. In any case, the ladder is firmly anchored and will not move once placed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the ladder increases ten feet in length for each slot level above 1st.

Laeral's Cutting Hand

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

One of your hands gains a magical cutting edge. The merest touch of your hand will sever nonmagical ropes, sacks, and the like. Unarmed strikes do 1d6 + your Strength modifier in slashing damage.

Laeral's Invisible Blade

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bladed weapon, which is consumed in the casting of the spell, and a clear rock crystal)

Duration: 1 minute

You create an invisible, silent, magical sword that attacks on its own, using your spell attack modifier; it attacks one creature you can see within range until you tell it to change targets. On a hit, it does 6d10 force damage. The sword flies through the air with a move of 50 feet.

Laughing Water

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust and a seed from any green plant)

Duration: Permanent

You transform up to a gallon of water into sweet, sparkling, gently glowing *laughing water*.

Imbibing at least a mouthful of laughing water removes any levels of exhaustion the drinker may have and cures blindness, deafness, disease, and incapacitation.

You may also throw a vial at a fiend or undead creature; on a successful hit, it causes 4d6 radiant damage.

Leaf into Dagger

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a normal leaf)

Duration: Concentration, up to 1 minute

You transform any tree leaf into a magical dagger that does 1d4 + your spellcasting ability modifier in piercing damage. You cannot be harmed by this blade and should you drop it, it instantly becomes a leaf again.

Legal Thoughts

7th-level enchantment (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Permanent

One target with an Intelligence of 5 or higher that you see within range is permanently compelled to follow one specific law prevalent in the area in which you and the target both currently reside. A creature immune to being charmed is unaffected by this spell.

Each time the creature attempts to break that law, it must make a Charisma saving throw in order to do so.

This does not place any moral restrictions on the target and only requires that it obey the letter of the law, so it is perfectly capable of thinking up and exploiting loopholes.

Legerdemain

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 minute

You perform a magic trick, of the sort normally performed by stage magicians.

◆ You can change a Tiny creature or object into another one.

◆ You can hide an object or creature of up to Huge size by moving a curtain in front of it, by having it move behind an object, or otherwise briefly obscuring it for a moment. This only hides the target from vision; the target can still be heard, smelled, etc.

◆ You can hide a Tiny object or creature in your palm, up your sleeve, in your hat, etc., hiding any bulges or sounds it makes, while creating an illusory duplicate of it that lasts for three rounds.

◆ You can cause any Tiny object that is within 5 feet of you to appear in your hand.

◆ You conjure harmless mouse, songbird, butterfly, or other such creature—the creature is actually taken from somewhere in a 1-mile radius. Because this is a real creature, this version of *legerdemain* is permanent; you may choose to send it back at the end of the spell's duration.

◆ You create a puff of colored smoke. It provides light concealment for up to 2 rounds.

Leomund's Trap

2nd-level illusion (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small mechanism, which can be reused, and a piece of iron pyrite and metal filings, which are consumed by the spell)

Duration: Permanent

You place a false trap which is covered with an illusion to make it look like any sort of trap you like. Anyone searching for traps, either mundanely or magically, will find it. It

has no actual effect, whether it is deliberately or accidentally sprung.

Lifeblend

8th-level necromancy (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a cage made of precious metals, worth at least 2,500 gp, and a lit candelabra studded with as many candles as there creatures to blend and studded with 1,000 gp worth of rubies, which are all consumed by the casting)

Duration: Instantaneous

You place two living beasts, humanoids, giants, monstrosities, or plants (which must have an Intelligence of at least 1) in the cage and touch each of them while casting the spell. When you finish casting the spell, each creature must make a Constitution saving throw. If either of these rolls are successful, the spell fails.

If both creatures fail their saving throws, then over the course of the next 24 hours, the creatures begin to mutate and join together, taking on characteristics of both “parent” creatures. The GM should roll a d20.

Roll	Result
1-5	Success. The resulting creature looks more or less like a combination of its two original forms.
6	Bonding. The creatures are not truly melded together but instead are conjoined in some way.
7	Imperfect Melding. The two creatures have joined together in a “tauric” fashion—half one creature and half the other.
8	Shapeshifter. The creature is melded but can shift between its two parent forms and may have a split personality—it does not have a “hybrid” form. The change may be voluntary or involuntary.
9	Dominance. The creature looks mostly

like one of its original forms with only hints of the original creature.

10 **Death.** While it looks like the desired creature, something went horribly wrong with the transformation and it takes 15d10+20 necrotic damage. If it is still alive, it may be able to be nursed back to health.

The resultant creature’s attributes, abilities, and attacks should be determined by the GM, using the original creatures’ attributes as a guideline.

Lightning Curtain

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of amber, a bit of fur, and a square of fine velvet)

Duration: Concentration, up to 1 minute

You create a wall of crackling lightning. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 lightning damage, or half as much damage on a successful save.

Any creature that ends its turn within 10 feet of the wall and wearing metal armor will attract a spark and must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage, or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 5d8 lightning damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its

turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Lightning Rod

3rd-level transmutation

Casting Time: 1 action

Range: Touch (150-foot radius)

Components: V, S, M (a metal object weighing no more than 100 pounds)

Duration: 24 hours

You touch a metal object of any sort that weighs less than 100 pounds. Then, whenever a stroke of lightning (natural, magical, or created from a breath weapon) occurs within 150 feet of the rod, the lightning is redirected to the rod, which destroys it. If a creature is in physical contact with the rod when it is struck, that creature takes full damage.

Lightning Shield

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bit of marble)

Duration: 10 minutes

Crackling electrical sparks wreathes your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The sparks provide you with a warm shield or a chill shield, as you choose. The chill shield grants you resistance to lightning damage, and the warm shield grants you resistance to acid damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with electricity. The attacker

takes 2d8 acid damage from a warm shield, or 2d8 lightning damage from a cold shield.

Lightning Storm

8th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: 1 minute

A storm made of crackling electricity appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 4d10 lightning on a failed save, or half as much damage on a successful one, each round that the creature ends its turn in the storm and for one round afterwards.

Liquid Orb

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You create a pint of any nonflammable, nonacidic liquid you wish—water, juice, dye, ink, mediocre beer, chicken broth, etc. It appears as a sphere and remains that way through magical surface tension. The liquid can be anywhere within 10 degrees of room temperature but cannot be above boiling or below freezing.

The amount of liquid you create increases to 1 quart when you reach 5th level, 1 gallon when you reach 11th level, and 10 gallons when you reach 17th level.

Lizard Limbs

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You may shed up to two limbs (arms, legs, tail, wings) at will without suffering any damage or pain. Lost limbs begin to grow again an hour after they were lost and regrow completely within 24 hours; if the lost limb is recovered within 1 minute, it can be reattached by holding it against the stump.

Log to Lizard

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of reptilian skin)

Duration: 1 minute

You may transform a log or branch of at least 6 feet in length into a crocodile (*Monster Manual*, p.320). It will fight under your direction.

At Higher Levels. If you cast this spell with a 6th-level or higher spell slot, it turns into a giant crocodile (p.324) instead.

Longevity

8th-level necromancy

Casting Time: 24 hours

Range: Self

Components: V, S, M (rare fruits and vegetables worth at least 500 gp, which you burn during the course of the casting)

Duration: Permanent

You increase your lifespan by 2d10 + twice your spellcasting ability modifier, and slow your aging down proportionately.

When you cast this spell, you must make a Constitution saving throw at advantage. If you fail, you instantly age to death. Otherwise, your lifespan increases.

Lorloveim's Creeping Shadow

5th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a source of light and a small statuette of yourself made out of obsidian)

Duration: Concentration, up to 1 minute

Your shadow elongates and stretches away from your body, moving under your mental command. It has a speed of 15 feet and can move up to 150 feet away from you.

You can see, hear, and speak through the shadow, although it is otherwise a normal shadow and you cannot use it to manipulate objects, attack, or cast spells. Your shadow can be attacked with magical weapons and spells, although it has resistance to all forms of physical attack. It has your AC and any damage it takes is taken from your hit points.

You can also spend your action to move your shadow's senses into the Shadowfell, although you still cannot affect other objects through it.

Love Charm

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (something belonging to the spell's subject and target)

Duration: 12 hours

You attempt to charm a humanoid you can see within range so that it falls madly in love with either you or a target of your choice. The creature must a Wisdom saving throw, and does so with advantage if you or

the creature with whom it was in love are fighting it. If it fails the saving throw, it is charmed. The creature does not realize it was charmed when the spell ends.

Mage Tunnel

9th-level conjuration

Casting Time: 1 action

Range: Up to 1,000 miles

Components: V, S, M (a 1-inch length of copper tubing engraved with silver runes)

Duration: Concentration, up to 10 minute.

You open up a wormhole between your current location and an area well known to you that is no more than 1,000 miles away that is out-of-doors. If you or anyone else comes within 5 feet of either opening, that creature may make a Dexterity saving throw or get sucked through and instantly expelled at the other end.

The *mage tunnel* can stay open for as long as 10 minutes, but you can dismiss it as a bonus action.

Magic Susceptibility

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

One creature you touch gains disadvantage on all saving throws against magical spells, permanently. That creature may make a Wisdom saving throw to avoid the effect. A *remove curse*, *greater restoration*, or *wish* spell will remove this effect.

Magical Tether

1st-level evocation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

You may cast this on any beast or monstrosity with an Intelligence of 4 or less, or willing creature with an Intelligence of 5 or greater. You create an unbreakable magical leash that only you can touch. The object or creature the leash is attached to cannot go farther than 100 feet from you.

You can use this tether to pull at the object or creature and cause it to return to your side.

Magnetism

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Concentration, up to 1 minute

You imbue an object made of iron or steel with magnetic properties. Any object made of a ferrous metal that comes within 30 feet of the magnet is attracted to the magnet and will stick to it. It requires a Strength (Athletics) check (DC equal to your spell save DC) to free a stuck item. If a creature is holding a ferrous metal item, it must make a Strength saving throw each round it is within 30 feet to hold on to it.

Major Curse

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a creature, and it must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

◆ Choose one ability score. That ability is reduced to 3.

◆ The creature had disadvantage on all attack, damage, and saving throws.

◆ The creature is paralyzed for the duration of the spell.

◆ All attacks and spells deal an additional 1d12 necrotic damage to the target.

◆ The creature begins to slowly die. After every long rest, it takes 1d10 damage of a type of your choice and its hit point total is reduced by 1 point. Its total is restored to normal only after this curse is lifted.

◆ Whenever the creature encounters a particular substance, it becomes incredibly nauseated. It must make a Constitution saving throw or become incapacitated for 2d6 rounds due to vomiting and dry heaves and be poisoned for 10 minutes.

A *remove curse* ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on the curse's effect.

At Higher Levels. If you cast this spell using a spell slot of 7th level, the duration is 24 hours. If you use a 9th-level spell slot, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

Mass

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (the feather of a hummingbird and the toenail of an elephant)

Duration: Concentration, up to 10 minutes

You can control the weight of one item you choose within range, making it heavier or lighter by 25%.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can make an item heavier or lighter by an additional 10% for each slot level above 3rd.

Mass Contagion

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 7 days

You inflict a horrible disease on up to 12 creatures you can see within range. Each target must make a Constitution saving throw. On a failed save, it contracts a disease of your choice described in the *contagion* spell.

Mass Dominate Person

7th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile up to 12 humanoids you can see within range. They must succeed on a Wisdom saving throw or be charmed by you for the duration. This spell is otherwise identical to *dominate person*.

At Higher Levels. When you cast this spell using a 8th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 9th-level spell slot, the duration is concentration, up to 1 hour.

Mass Jump

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a grasshopper's hind leg)

Duration: 1 minute

Up to 8 creatures you can see within range have their jump distance tripled until the spell ends.

Mass Protection from Energy

6th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, you and up to eight willing creatures you can see within range have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Mass Protection from Evil and Good

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

For the duration, you and up to eight willing creatures you choose that are within range are protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Memory Read

4th-level divination

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a small piece of linen cloth woven with a few threads of gold, worth at least 10 gp)

Duration: Concentration, up to 1 minute

You may read the memory of a single target that you can see within range. You experience the memory in far less time—one hour of memory takes you only one round to experience—but with full intensity. The target experiences the speeded-up memory at the same time as you do.

An unwilling target may make a Wisdom saving throw. If the target is deliberately trying to keep that memory a secret or suppress it, it gets advantage on the saving throw.

Casting this spell causes you mental drain. You must make an Intelligence saving throw (DC equals 10 + the target's Wisdom modifier) or take 2d6 psychic damage.

Merchant's Glamer

3rd-level illusion

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a tuft of wool)

Duration: 24 hours

You make material goods that are for sale appear to be much finer than they actually are.

If one of these altered items is touched with a piece of iron, it has a 25% chance of instantly reverting back to normal.

Metal Shape

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (lead, which must be worked into roughly the desired shape of the metal object)

Duration: Instantaneous

You touch a piece of metal of Medium size or smaller and form it into any shape that suits your purpose. You can attempt to create an object with moving parts or a sharp

edge, but there is 25% chance that it will not come out correctly.

Mindkiller

7th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a gemstone worth at least 1,000 gp)

Duration: Special

You completely suppress the personality of a single humanoid, turning its body into a mindless automaton. It follows your telepathic orders, as long as you are within 300 feet.

You can force the target to perform any sort of task that it normally could. You can force it to speak, although its voice will be nearly inflectionless. You can also use your action to see and hear through the target's senses. You can make the target engage in combat or use its class abilities, including spells, but it requires your full concentration; you can take no other actions while commanding the target.

You may control the target for a number of days equal to twice your spellcasting ability modifier. At any point during that time, you may dismiss the spell and let the target's mind reassert itself. The target will know that you have controlled it and will remember what actions you have forced it to do. In addition, this spell can be broken with a *greater restoration* or *remove curse*.

If you allow the spell to continue, then when it expires, the creature's personality dies and body die. In addition, you must make a Constitution saving throw or take 5d6 psychic damage.

Mirage

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (seven drops of water)

Duration: 6 hours

You create an elusive mirage on the horizon that beckons convincingly but never gets any closer. It occupies no more than a 45° arc, vertically or horizontally, and always appears fuzzy and indistinct.

All creatures who are capable of seeing it when you cast the spell must make a Wisdom saving throw; if they fail, they see the mirage. The creatures do not need to be facing the mirage; a creature that is facing away will still see a flicker in the corner of its eye.

If the mirage depicts something very desirable, anyone failing the first saving throw must make a second one or feel compelled to head towards the vision for the duration of the spell. Creatures who are immune to being charmed cannot be affected by this spell.

Mirage of Despair

4th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 6 hours

You affect one target in range that you can see. That target must make a Wisdom saving throw. If it fails, it sees everything around it in the worst possible light. Allies look hateful or even become monsters, a beautiful garden appears dying and covered in rot, a tranquil pool looks covered in slime and filled with dead fish.

The target becomes frightened of the most horrific-looking thing for the duration of the spell. If that object is removed from the target's sight for more than ten minutes, the

target will become frightened of something else. The target will also become increasingly paranoid during this time.

An ally of that target may attempt to talk the target out of the delusion, allowing that target to make one Intelligence saving throw to negate the spell.

This spell also can be dispelled through use of the *remove curse* or *dispel magic* spell.

Mistaken Missive

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (three drops of ink)

Duration: Permanent

You cast this spell on up to ten pages of text. Over the course of a week, the text will slowly change.

On the first day, it will become faint, as if the writer was running out of ink. On the second through fourth days, the words become gibberish—the text is aligned in groups of letters and punctuation, but nearly all the words are meaningless. On the fifth day, the letters have become real words, but the sentences make no sense. On the sixth day, and thereafter, the message is coherent but conveys the exact opposite of the original meaning.

Moon Rune

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (metallic ink)

Duration: Permanent

You write up to seven nonmagical runes on any surface. This mark remains invisible until conditions you specify during the casting of this spell. The condition can be anything: a specific time of day or year, when

moonlight (or light from a certain phase of the moon) illuminates the runes, or when the surface is touched by a member race, sex, or class, and so on.

The rune is permanent; when the condition goes away, so do the runes, but they reappear the next time the condition is met.

The runes can also be read by someone casting *see invisible* or *true seeing*.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, you can increase the number of runes you can write by seven for each spell slot above 2nd.

Moonbow

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a thread woven out of cobweb)

Duration: Concentration, up to 1 minute

You create a glowing crystalline bow or crossbow with a thin beam of silver light as the bowstring. When you draw the bowstring back, a silvery arrow coalesces, ready for you to fire. If you

When you fire an arrow, it does 2d10 + your spellcasting ability modifier in piercing damage plus 1d10 radiant damage on a hit. Against undead, it does an additional 3d10 radiant damage and outlines the undead with pale, flickering moonlight that acts identically to *faerie fire*.

Streams a trail of glowing motes of moonlight behind the arrow. The motes cast dim light to a radius of 5 feet and continue to do so for the duration of the spell.

At Higher Levels. If you cast this spell with a slot of 6th level or higher, it inflicts an additional 1d10 radiant damage for each slot level above 5th.

Mordenkainen's Defense Against Lycanthropes

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a crushed moonstone worth at least 30 gp)

Duration: 1 minute

You or one willing creature you touch has resistance to a lycanthrope's bite or claw attacks, and advantage when making a Constitution saving throw to resist contracting lycanthropy.

Mordenkainen's Defense Against Beasts

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a feather, a bit of fur, a dead insect, or a scale)

Duration: 1 minute

You or one willing creature you touch has resistance to the natural attacks of one kind of beast: avians, mammals, insects and arachnids, or reptiles. The resistance is effective against normal, giant, and dire versions of those creatures.

Mordenkainen's Defense Against Slime

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of mold)

Duration: 1 minute

You or one willing creature you touch has resistance to the natural attacks of fungal plant creatures and all types of oozes.

Music of the Spheres

4th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (three ribbons, one, four, and nine inches long that made from fine silver thread and worth 100 gp each)

Duration: Concentration, up to 10 minutes

Utterly beautiful cosmic music begins playing around you. All creatures within range become so distracted by the music and must make a Wisdom saving throw or be at disadvantage on all attacks against you, and at all attempts to resist any affect that would charm them.

Mystic Rope

3rd-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a rope made of braided hairs from a nightmare or a pegasus)

Duration: 10 minutes

You create a magical, 100-foot long rope. You can mentally move the rope (it moves with a speed of 20 feet). The rope has two functions, climbing and entangling, and each round you may choose which function you wish to use.

◆ *Climbing.* The rope can climb up walls or cliffs, and secure and knot itself. It can also form a loop and hoist or lower weights up to 500 pound. You can command the rope to unknit and return to you.

◆ *Entangling.* You can throw the rope (range of 30 feet), or command it to move on its own. The rope will attack, using your spell attack modifier. On a hit, it grapples the target (escape DC equal to your spell save DC), and the target is restrained until the spell ends or you retract the rope.

Nap

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of pillow stuffing, a feather, and a pebble)

Duration: 1 hour

One willing creature you touch takes a short rest which as refreshing as a long rest. A creature can only be affected by this spell once every 24 hours. Creatures that are immune to exhaustion cannot be affected by this spell.

Nature Call

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces you can see within range. Choose one of the following options:

- ◆ One beast of challenge rating 1/8.
- ◆ Two beasts of challenge rating 0.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions, but otherwise act normally. You may give them directions, but they are not under your total control.

At Higher Levels. You summon twice as many creatures when you reach 5th level, three times as many when you reach 11th level, and four times as many when you reach 17th level.

Nature's Charm

5th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 24 hours

You cause one natural place to exert a special fascination to all creatures other than yourself and those native to the area. Any creature who enters the area must make an Intelligence saving throw to leave; otherwise, it will make up excuses as to why it wishes to stay. A creature will fight fiercely if someone attempts to make it leave the area, but will otherwise remain there peacefully.

Nectar

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You "milk" a living flower and squeeze out up to a quart of nectar. This nectar is mildly alcoholic and tastes of the plant from which it was produced, and is generally considered to be on par with decent wine.

The nectar can be bottled; it will last for a week before spoiling.

Nchaser's Glowing Globe

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a globe of high-quality colored glass)

Duration: Permanent

You fill the globe with a flickering light, much like the one created by *continual flame*. However, you can control the intensity of the light, making it as bright as a torch to somewhat dimmer than the light produced by the *faerie fire* spell. You may control the light from as far as 20 feet away.

Needlestorm

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a pine needle)

Duration: Instantaneous

One pine tree, cactus, or other needle- or spine-bearing plant within range releases its needles in a deadly barrage. All creatures within 10 feet (for a plant under ten feet in height) or 30 feet (for a plant over ten feet) must make a Dexterity saving throw or take 4d12 piercing damage.

At Higher Levels. If you cast this spell with a slot of 5th level or higher, it inflicts an additional 1d12 piercing damage for each slot level above 4th.

Nerve Dance

6th-level necromancy

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a six-inch strand of red spider silk and a torch)

Duration: Concentration, up to 1 minute

You hold your hand out and three glowing red streamers shoot out. Each of these streamers wraps around a target of your choice within range, using your spell attack modifier to hit.

On a hit, they wrap around a target, grappling it (escape DC equal to your spell save DC), and must make a Wisdom saving throw. The creature takes 7d6 psychic damage and is incapacitated due to incredible pain for 1 minute on a failed saving throw, or half as much damage and is incapacitated for the next round on a successful one.

Nightscar

3rd-level illusion

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: 1 week

You place a magical mark on a creature which can only be seen by you, that creature, and up to seven other individuals named by you when you cast the spell. It can also be seen by someone casting *see invisible* or *true seeing*. The mark remains on the target and visible to those who can see it no matter what efforts are made by that creature to hide the mark, including attempting to mask it with clothing, illusions, or shapeshifting.

Nymph's Beauty

7th-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a nymph's tear)

Duration: Concentration, up to 10 minutes

You become blindingly beautiful. Any humanoid within range who can see you must make a Constitution saving throw or become blinded. A *lesser restoration* spell will be needed to remove this effect.

If you remove your clothing or are already naked, any creature who sees you and who is not blinded takes 10d8 psychic damage.

This spell can be used by both men and women and affects both men and women equally.

Nystul's Blacklight Burst

4th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of dirt from a ghoulish grave)

Duration: Instantaneous

You bring forth a blast of dark energy from the Negative Plane, sending it to a

point you choose within range, at which point expands in a burst. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A creature takes 6d6 necrotic damage and have its speed reduced to half for 1 minute on a failed saving throw, or half as much on a successful one and have its speed reduced by 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Nystul's Radiant Baton

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a crystal prism, which shatters when you cast the spell, and seven small silver rods, which can be reused)

Duration: Concentration, up to 1 minute

You summon a slender baton made of glowing, colored light, drawn directly from the Elemental Plane of Radiance. You have proficiency in using it and on a hit it does 2d8 + Strength modifier in radiant damage. In addition, it has an extra affect which depends on what color you chose it to have when you cast the spell:

◆ *Red Baton.* The target takes an additional 2d8 fire damage.

◆ *Orange Baton.* The target takes an additional 2d8 poison damage.

◆ *Yellow Baton.* The target takes an additional 2d8 thunder damage.

◆ *Green Baton.* The target takes an additional 2d8 acid damage.

◆ *Blue Baton.* The target takes an additional 2d8 lightning damage.

◆ *Indigo Baton.* The target takes an additional 2d8 force damage.

◆ *Purple Baton.* The target takes an additional 2d8 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 radiant and 1d8 color-specific damage for each slot level above 3rd.

Oathbinding

5th-level enchantment (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V

Duration: 1 year

You or one willing creature you touch vows to behave in a certain way for the length of the oath and, if it breaks its vow, to perform a certain act of contrition, which must be feasibly possible and not be suicidal in nature. Because this spell only affects willing creatures, it is effective on creatures that are immune to being charmed.

If the creature breaks its vow, even unknowingly, it takes 1d10 psychic damage. If the creature then fails to perform the chosen act of contrition within 1 week, it takes 5d10 psychic damage, and its hit point total is reduced by that amount, until it performs the act of contrition.

Breaking the vow and performing the act of contrition does not end the spell. You may choose to end the spell early by using an action to dismiss it, and a *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the spell lasts until it is ended by one of the spells mentioned above.

Obedience

6th-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a golden circlet, necklace, or bracelet worth at least 1,000 gp)

Duration: Permanent

You place the circlet, necklace, or bracelet on an aberration, dragon, humanoid, giant, or monstrosity with an Intelligence of 5 or more, and then cast the spell. The creature makes a Wisdom saving throw. On a failure, the creature is bound by the circlet and cannot remove it.

While wearing the circlet, you may issue orders to the creature. If the creature refuses the order, you may activate the circlet. For each round the circlet is activated, the creature suffers 1d10 psychic damage and is stunned due to incredible pain. You may deactivate the circlet at any time.

You may choose to remove the circlet at any time. A *dispel magic*, *remove curse*, or *wish* spell also will remove it. Finally, at every midnight, the creature, if it is awake, can make a new saving throw at disadvantage. On a success, the creature can remove the circlet and is freed.

Obold's Brightness

6th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a scrap of fur and a tangle of wire)

Duration: Concentration, up to 1 minute

A thick cloud appears, seeping up from the ground, in a location you choose within range. It glows white and is shot through with sparks, which are actually tiny bolts of lightning. The cloud consists of ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube.

The cloud's area is heavily obscured. All creatures in the area must make a Dexterity

saving throw or take 6d6 lightning damage on a failed saving throw, or half as much on a successful one, each round that the creature ends its turn in the cloud.

Odeen's Magic Cloud

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a cloud that fills a five-foot cube at any point within range. You can freely move the cloud at a speed of 40 feet by concentrating on it; when you stop concentrating, it drifts on the wind. When you create the cloud, you choose one of three options:

◆ *Misty Cloud.* You direct the cloud to cover a small area on the ground, typically around an object or creature. The cloud's area is lightly obscured.

◆ *Storm Cloud.* You create a personal storm cloud directly over a target. At the beginning of your round, you may use a bonus action to direct a lightning bolt to strike the target. The target may make a Dexterity saving throw, or take 1d6 lightning damage on a failed save, or no damage on a successful one.

◆ *Rainbow Cloud.* The cloud emits anywhere up to five small, pretty rainbows. This is primarily designed to impress viewers.

Odeen's Magic Tailor

Transmutation cantrip (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Special

You magically resize one mundane outfit or suit of armor to fit you or another creature within range you can see.

When the wearer removes the outfit or armor, it reverts to its normal size.

Orison

Transmutation cantrip

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Special

The most basic prayers that an acolyte learns, orisons are used to hone the spellcasting ability of priests. You create one of the following effects within range.

- ◆ You cause mundane pain and nausea to lessen for up to 1 hour, or heal one creature other than yourself of 1d4 hit points of damage. Once you heal a creature with this spell, you cannot use this spell again on that creature again until you have taken a short or long rest.

- ◆ You bless a meal (food to be shared by up to four individuals), and roll a d4. Add that number to any saving throw to avoid being poisoned by that meal or drink.

- ◆ One candle cannot be extinguished by any means for as long as you hold it.

- ◆ You offer up a quick prayer along the lines of “give me strength!” or “don’t let me fail!” The GM secretly rolls 2d20 and records the better of the two rolls. At some point during the next hour, you may choose to replace your roll with that roll, for good or for ill.

- ◆ You cause one creature you see within range to gain a +1 to their attack or saving throw for the next minute.

- ◆ You cause one creature you see within range to suffer a -1 penalty to its attack or saving throw for the next minute.

Otiluke's Fire and Ice

8th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pinch of phosphorous and a small quartz crystal)

Duration: Instantaneous

Two bright streaks of energy, one red and one blue, flash from your pointing finger to a point you choose within range. The red streak explodes in a 20-foot-radius sphere centered on that point; a split-second later, the blue streak explodes. Each creature within that radius must make a Dexterity saving throw. A creature takes 6d6 fire damage and 6d6 cold damage, and then 3d6 bludgeoning damage due to the resultant shock wave on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the fire and cold damage increases by 1d6 for each slot level above 7th.

Otiluke's Orb of Containment

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a diamond worth at least 100 gp, which is shattered when the spell is cast)

Duration: 1 day

You create a container made of pure magical force, which forms around a substance of your choice, up to one pound. The container is completely unbreakable and inside of it, the object is held in stasis so it doesn't age. When the spell ends, the contents inside the orb are released.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher,

the duration increases by an extra day for each slot level above 3rd.

Otiluke's Siege Sphere

7th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust)

Duration: 10 minutes

You create a large, boulder-sized unbreakable sphere of force that can be fired from a catapult or trebuchet (and thus uses that siege equipment's range). You designate what form you wish the sphere to take:

◆ *Crystal Shards.* The sphere splinters apart while 30 feet above the target. All creatures in a 20-foot radius beneath it must make a Dexterity saving throw. A creature takes 10d6 force damage on a failed saving throw, or half as much damage on a successful one.

◆ *Liquid Fire.* The sphere shatters on impact, spraying sticky fire in a 30-foot radius. All creatures in that area must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed saving throw, or half as much damage on a successful one; all creatures also take 2d6 fire damage each round for 2d8 rounds. The sticky fire also sets all combustibles on fire.

◆ *Wrecking Ball.* The sphere becomes as hard as adamantite and twice as heavy. It does 8d8 bludgeoning damage. Objects and buildings take twice as much damage.

Otto's Chime of Release

1st-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a small brass chime)

Duration: 1 round

You gently ring the chime and magical vibrations issue forth. These vibrations instantly release any form on nonmagical bindings on a single individual you can see within range: ropes are untied, chains and shackles are loosened, stocks are opened, gags are removed, bridles and saddles are unbuckled, and so on.

Otto's Drums

4th-level enchantment

Casting Time: 1 action

Range: Self (100-foot radius)

Components: V, S, M (a pair of miniature bronze drums)

Duration: Concentration, up to 10 minutes

This spell is used to rally or demoralize troops. You choose which effect you wish to use.

◆ *Drums of Despair.* The sound of oppressively loud war drums fills the area. All creatures within that area, except for allies you designate, must make a Wisdom saving throw. A creature who fails is filled with dread and despair and be at disadvantage on all saving throws for the duration. In addition, whenever an affected creature rolls a 20 when rolling to attack, that creature must reroll.

◆ *Rousing Anthem.* The sound of rhythmic, encouraging drums fills the area. All allies you designate are at advantage on all saving throws for the duration. In addition, whenever an affected creature rolls a 1 when rolling to attack, that creature may reroll.

Otto's Soothing Vibrations

2nd-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Concentration, up to 1 minute

You point to a spot within range and begin humming. All aberrations, beasts, dragons, monstrosities, oozes, and plants with an Intelligence of 1 to 4 that are in a 20-foot-radius of that spot must make a Wisdom saving throw. Creatures that are actively being hostile, either to you or to something else, have advantage on that roll.

Creatures who fail hear the soothing hum and become calm. They stop what they doing in order to hear the sound and will show no fear or aggression unless you or your companions attack them first. In addition, those creatures will be at disadvantage on saving throws to resist being charmed.

Pain

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

One creature you touch is wracked by horrific pains. For the duration of the spell, that creature is at disadvantage on attack rolls and ability checks.

At the beginning of each of its turns, the creature may make a Constitution saving throw, ending the effect on a success.

Phantom Arms and Armor

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of mithral worth at least 10 gp)

Duration: 1 hour

You or one willing creature you touch gains semi-illusory armor and weapon of your choice, which can look like anything you wish. Until the spell ends, the target's

base AC becomes 15 + its Dexterity modifier. The weapon, regardless of its appearance, does 2d6 + its Strength or Dexterity modifier in force damage.

Phantom Plow

Evocation cantrip

Casting Time: 1 minute

Range: Self (50-foot line)

Components: V, S

Duration: Instantaneous

You create a deep furrow in the ground, suitable for planting, that extends from your feet to up to 50 feet away. It will not work on earth that is consecrated or under a long-term spell.

You create additional furrows when you reach 5th level (2 furrows), 11th level (4 furrows), and 17th level (8 furrows).

Pillar of Borogar

5th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a small cylinder of flame)

Duration: Permanent

You point at a spot within range and a 10-foot-wide pillar of earth, stone, or clay erupts from the ground. You can raise or lower it at will to a maximum height of 100 feet, at a rate of 30 feet. You can choose to have it be 20 feet wide with a maximum height of 50 feet.

If crushed against a roof, it causes 2d8 bludgeoning damage and may eventually break through the roof. The pillar is vertical and cannot be grown horizontally or diagonally.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher,

you may create another pillar for each spell slot above 5th.

Pit

4th-level transmutation (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a mole's claw)

Duration: Instantaneous

A pit 20 feet deep and 20 feet across appears at a point you indicate within range. This doesn't work on natural or worked stone. If you cast this spell directly underneath or in front of a creature, that creature may make a Dexterity saving throw to avoid falling. Those who fall in take 2d6 bludgeoning damage from the fall.

Pool of Deeds

7th-level divination

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a handful of colored powder)

Duration: 24 hours

You turn a pool of water that is anywhere from 1 foot to 30 feet in diameter as a storyteller. It shows, in images only, the deeds of any one person you name, living or dead. You must name which deeds you wish to see (i.e., the deeds must be publically known), but the pool will show even unknown details. It will show the event in realtime. If there are details that the named person does or did not want known, you must make a DC 18 Intelligence check to reveal them.

Poison

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You dose a creature you touch with an extremely potent toxin. The creature is poisoned for 1 day and must make a Constitution saving throw. On a success, the creature is unaffected. On a failure, the creature takes 1d6 poison damage every hour for 24 hours, and its hit point total is reduced by that amount. If the creature's hit point total is reduced to 0 by this effect, the creature dies. The creature's hit point maximum will be restored once it is no longer poisoned and has taken a long rest.

At Higher Levels. When you cast this spell with an 8th-level or higher spell slot, the poison does 1d10 damage every hour.

Possess

5th-level necromancy (ritual)

Casting Time: 1 minute

Range: 500 feet

Components: V, S, M (a bowl or stick of incense and a figurine of the being to be possessed)

Duration: Concentration, up to 1 hour

You release your soul from your body and possess another humanoid or beast. That creature must make a Charisma saving throw to resist. If it fails, you take over its body.

The target becomes incapacitated and unconscious. While in control of this body, you have resistance to all forms of damage except for psychic—injuries your body takes will appear, in reduced form, on your actual body. You may use the target body's Strength, Dexterity and Constitution but you retain your own Intelligence, Wisdom, and Charisma. You do not have access to the target's knowledge, memories, class features, or proficiencies.

If the body you are in drops to 0 hit points, the possession ends and you must

make a Charisma saving throw. You take 6d6 psychic damage on a failed saving throw, or half as much on a successful one. You may choose to end the possession at any time.

A target is immune to your attempts to possess it for 24 hours after succeeding on the saving throw or the possession ends.

Power Word Banish

9th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You utter a word of great power that forces one elemental, fiend, or celestial that you can see within range to immediately return to its home plane.

Power Word Blind

8th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You point to one creature you can see within range. If the creature you choose has 50 hit points or fewer, it goes permanently blind. If it has up to 100 hit points, it goes blind for 1 day. If it has more than 100 hit points, the spell has no effect.

All creatures within 10 feet of the creature you pointed out are permanently blinded if they have 25 hit points or fewer, or are blinded for 1 day if they have up to 50 hit points.

Power Word Sleep

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 10 minutes

You pick a point within range. All creatures within a 20-foot radius that have 30 or fewer hit points fall asleep instantly. Creatures with a greater number of hit points may make a Wisdom saving throw or fall asleep. A sleeping creature will stay asleep until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the creature awake.

Preservation

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of salt)

Duration: 1 week

Up to 250 pounds of raw food will remain perfectly preserved for one week. This spell does not work on cooked food, nor does it prevent the food from being eaten during this time; it merely keeps it from rotting or going moldy.

This spell can also be used to preserve a corpse in preparation for being *raised*; a week of preservation counts only as one day for the purposes of the *raise dead* spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can preserve an additional 50 pounds for each slot level above 2nd.

Prismal's Handy Mirror

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of glass)

Duration: 1 hour

You create a floating mirror that is 4 square feet; you may pick its length and height. When you cast this spell, and on each subsequent turn, you can use a bonus action

to move the mirror up to 60 feet or to angle or turn it.

The mirror is an object that has AC 12 and 10 hit points. If broken, razor-sharp shards explode outward and all creatures within 20 feet must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed saving throw or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the mirror can be another square foot each slot level above 2nd.

Prismal's Pictograph

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an empty ink well, a feather pen, and a surface on which to write)

Duration: Until dispelled

You turn one creature or object in range that you can see into a full-color, two-dimensional image on the surface you have provided. The creature or object is reduced to 12:1 scale; it must be able to fit on the writing surface in its reduced form for the spell to work. An unwilling creature may make a Charisma saving throw to avoid the effect.

You decide whether the creature is to remain animate (in which case, it counts as restrained, although it still can move slowly about its canvas in a stilted manner), or if it to become a still picture. If you choose to allow it to remain animate, it can see and hear, but cannot speak, attack, or cast spells. If you choose for the creature to become a still picture, the creature is put in stasis. In both cases, the creature does not age, eat, drink, sleep, or breathe. Inanimate objects remain in the picture indefinitely.

A trapped creature may make a new saving throw each day. On a success, this effect

ends and the creature is freed. A *dispel magic*, *remove curse*, or *wish* spell can also end this effect.

Projected Magnification

4th-level divination

Casting Time: 1 action

Range: 10 miles

Components: V, S, M (a shard of glass)

Duration: Concentration, up to 10 minutes

You pick a distant object or place you can see or are aware of that is within range. An image of that object or place is then projected onto a flat surface or in the air within 10 feet of you. It is two-dimensional, outlined in faint blue light, and covers an area of up to 10 square feet. You can zoom in and out up to 10× magnification.

Prophecy

6th-level divination (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a plant with hallucinatory properties or a hallucinatory drug, which is burned during the casting of the spell, and a crystal worth at least 1,000 gp)

Duration: 10 minutes

You enter a long trance and get a vision of the future, which describes an important event that shall occur at some point in the near future. It may be vague and open to interpretation. In addition, the DM will secretly roll a d10. On a roll of 1, the vision will be completely false.

If you touch another creature while casting this spell, then the prophecy will be about an event that directly concerns that creature.

If you attempt to cast this spell more than once about a single event, you will receive the same visions.

At Higher Levels. If you cast this spell using an 8th- or 9th-level spell slot, you can attempt to divine a prophecy that concerns an area as large as a kingdom. The DM will secretly roll a d10. On a roll of 1, the vision will be completely false; on a roll of 2-5, you will receive no vision at all.

Protective Amulet

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an item of jewelry that costs 50 gp per level of the spell it is designed to protect against)

You enchant an amulet with the ability to protect the wearer from a specific spell that you know how to cast and that allows for a saving throw.

When the wearer is attacked by that spell and fails the saving throw, the amulet absorbs the magic and shatters, protecting the wearer.

Quench the Spirit

8th-level necromancy

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a humanoid's finger bone)

Duration: Instantaneous

You point the finger bone at a creature within range. That creature must make a Charisma saving throw or take 6d12 +30 psychic damage.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

Rain of Blood

5th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a vial of fresh blood)

Duration: 1 minute

A storm of sticky, life-leeching, brilliant red blood appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least once face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. A creature takes 5d6 necrotic damage on a failed save, or half of much damage on a successful one, each round that the creature ends its turn in the storm and for one round afterwards.

Rain of Terror

7th-level conjuration

Casting Time: 1 minute

Range: Touch (1-mile radius)

Components: V, S

Duration: Concentration, up to 6 hours

You draw a magical rune on the ground. An unusually dark, cursed storm develops over the next half-hour (if a storm is already present, the spell takes place immediately). You choose the nature of the rain from the following: ash, bats, blood and bits of flesh, centipedes, fish, lumps of gelatinous slime, putrid black, yellow, or red water, salamanders, small birds, small lizards, small snakes, spiders, toads, or worms. If the rain consists of living creatures, only around half of the animals will survive the fall. None of these animals are capable of harming anyone.

Rainshield

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You create an invisible, slightly convex barrier about three feet in diameter to appear no higher than five feet above your head. This protects you from normal rainfall and light hail, but not from magical non-water-based rains. It will protect you from other sorts of falling liquids.

With concentration, you may angle the rainshield to help protect you from wind-blown rain.

Rary's Replay

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

You read the residual psychic impressions in a room or area. Typically, you can only read the most recent events, but a highly-emotional event, especially one that is also very unusual or violent, leaves psychic energies that can be picked up for months or years afterwards. The event is played back perfectly—you see, hear, smell, and feel the events perfectly.

The event that is replayed for you is done so in real-time, so the replay takes as long to complete as the original event, to a maximum of one hour.

Rastor's Mystical Spy

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a copper brooch)

Duration: 6 hours

You cast this spell on a copper brooch and give it to another creature to wear. As

long as that creature is wearing the brooch, you can use your action to see and hear anything that creature is seeing and hearing. This spell only works if the creature is actively wearing the brooch (it won't work if the creature merely has the brooch on its person) and is within five miles of you.

Ray of Fatigue

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A sickly yellow beam of enervating energy springs from your finger towards a creature within range. Make a ranged spell attack against the creature. On a hit, the creature takes a level of exhaustion. This cannot bring the target past the 5th level exhaustion

Ray of Paralysis

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A green beam of enervating energy shoots from your finger towards a creature within range. Make a ranged spell attack against the creature. On a hit, the creature becomes paralyzed.

At the end of each of the creature's turns, it make a Constitution saving throw against the spell. On a success, the spell ends.

Read Object

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (rare incense worth at least 50 gp)

Duration: Instantaneous

You hold an item and learn the current or most recent owner’s race, class or profession, and alignment. In addition, roll a d6. On a roll of 1-4, it also reveals the last event that happened to the owner while he still had the object in its possession, *if* that event had some emotional importance. It does not reveal that person’s name, age, or anything else about him or her.

Reed Staff

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a splinter of wood)

Duration: 1 minute

You turn a normal blade of grass into a magical quarterstaff that does 1d10 bludgeoning damage. If anyone other than you touches the staff, it turns back into grass.

Renew Deposit

9th-level transmutation (ritual)

Casting Time: 6 hours

Range: Touch

Components: V, S, M (a “seed” of the same type of material to be renewed worth at least 10,000 gp)

Duration: Special

This spell is typically granted by gods of the earth, wealth, or dwarven gods. You cause a normally nonrenewable mineral resource to slowly grow back. You place a “seed” in the empty vein and then must let it grow; if it is interrupted before it has regrow, the spell ends.

Metal	Time to Regrow
Base metal and semiprecious gemstones (iron, copper, quartz, citrine)	20 years
Previous metal and fancy gem-	40 years

stones (silver, gold, amethyst, topaz)

Very rare metal, very valuable gemstones (mithral, adamantine, black opal, diamond) 100 years

Resist Magic

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of string, a block of wood, and an unlit candle)

Duration: 1 minute

For the duration, you or one creature you touch gains advantage on saving throws to resist magical spells.

Restore Earth

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of clay with iron filings in it, which is shaped to resemble the original structure of the object to be repaired)

Duration: Concentration, up to 1 minute

You may touch a damaged structure or object made of earth, stone, or clay that is too large to use *mending* on. Each round that you remain in contact with the object, you heal 2d10 hit points.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, you heal an additional 1d10 hit points per slot level above 3rd.

Return to Earth

4th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, M (a pinch of dust)

Duration: Instantaneous

All corporeal undead within 30 feet of you that have fewer than 50 hit points must make a Constitution saving throw. An undead takes 5d10 force damage on a failed saving throw, or half as much on a successful one. If an undead is reduced to 0 hit points, it crumbles into dust.

Revenance

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dust)

Duration: 1 hour

One undead creature you touch is granted a measure of resistance. It has advantage when making saving throws against being turned or against spells specifically designed to harm or control undead.

Right of Might

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become larger, more powerful, and far more commanding.

Your size double in all dimensions and your weight is multiplied by eight, and you increase in size by one category. Your Strength increases by 1d6 and can increase to 22. Your clothing and equipment enlarge with you and your weapons do an additional 1d4 damage, plus your new Strength modifier. You also gain advantage on Strength checks and Strength saving throws.

You become outlined in a faint but mesmerizing aura, which gives you the ability to make powerful commands. You can magically influence up to twelve creatures of your choice that you can see within range and that

can hear and understand you. Creatures that can't be charmed are immune to this effect. This suggestion must me no more than one or two short sentences and must be reasonable and non-suicidal in nature. Each target may make a Wisdom saving throw to resist. This part of *right of might* works like the spell *mass suggestion*.

Rising Colossus

9th-level conjuration

Casting Time: 1 action

Range: 200 feet

Components: V, S, M (a ball of clay and a bit of string, wire, or natural fiber)

Duration: Concentration, up to 10 minutes

You call into being the head, torso, and arms of an enormous humanoid being that appears to be made of the same substance as the ground from which it rose. It is bald and lacks all facial features save a mouth. You may use your action to direct its attack. It is capable of turning completely around but cannot leave the area from which it rose.

COLOSSUS

Gargantuan construct, unaligned

Armor Class: 20 (natural armor)

Hit Points: 310 (20d20+100)

Speed: 18 (20,000 XP)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities: poison

Damage Resistances: bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities: blinded, charmed, deafened, frightened, petrified, poisoned, prone, stunned, unconscious

Senses: truesight 120 feet (blind beyond this radius)

Languages: —

Challenge:

Siege Monster. The colossus deals double dam-

age to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 48 (6d12+9) bludgeoning

Rising Rot

5th-level necromantic

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of mold spores)

Duration: Instantaneous

You hold up your hand a thin beam of sickly green-brown light shoots out and strikes one living, corporeal creature within range you can see. That creature must make a Constitution saving throw each round. The creature takes 1d8 poison damage and 1d8 necrotic damage on a failed saving throw, or half as much damage on a successful one. These effects continue until the target has successfully save three times, although they do not have to be consecutive.

At Higher Levels. If you cast this spell with a 7th-level or higher spell slot, it inflicts 2d8 poison damage and 2d8 necrotic damage each round.

Resist Turning

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

For the duration, one undead creature you touch gains advantage on saving throws to resist magical spells, if it did not already have this ability.

Ritual Strength

Abjuration cantrip (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

You or one willing creature you touch meditates, drawing on an inner strength to banish weariness. While this spell is active, the target is immune to exhaustion.

This spell's duration increases when you reach 5th level (6 hours), 11th level (12 hours), and 17th level (1 day).

Rusting Grasp

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the antenna or a scale from a rust monster)

Duration: Concentration, up to 1 minute

You touch a ferrous metal or alloy and cause it to rust. This inflicts 4d10 acid damage each round to an inanimate object such as an iron wall. Magical metallic objects take half damage.

If you touch either metal armor or a metal shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to AC 10 or a shield that drops to a +0 bonus is destroyed. If you touch a metal weapon, the weapon takes a permanent and cumulative -1 to the damage it deals. If the penalty drops to -5, the weapon is destroyed. Touching metallic weapons and armor in combat requires you to make an attack using your spell attack modifier.

You may use this to attack a metallic creature, such as an iron golem or a gorgon. The creature may make a Constitution saving throw. The creature takes 4d10 acid damage

on a failed roll, or half as much damage on a successful one.

Sacred Guardian

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a rose petal)

Duration: 24 hours

You touch a willing creature. For the spell's duration, if that creature is ever in danger, you are mentally warned and given a mental image of the situation. This works no matter how far away that creature is, but will not inform you of its location.

Sacred Strike

4th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (two drops of unholy water and one of your hairs)

Duration: 1 minute

You create a whip of magical force that is always silent. It has a range of 10 feet and you use your spell attack modifier to strike. On a hit, it inflicts 2d8 + your spellcasting ability modifier in force damage and 1d8 necromantic damage. If the target is a living creature, it must also make a Constitution saving throw. If it fails, you heal a number of hit points equal to the necromantic damage inflicted and the target is wracked by terrible pains. The target is at disadvantage to all rolls on the following round.

Sand Gems

8th-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of sand)

Duration: Permanent

You turn a handful of sand into 2d4 cut and polished gemstones. Roll d20 to determine the type and value. The transformation is permanent and the gemstones continue to radiate magic.

d20	Gemstone.
1-4	White agate or tiger eye (10 gp)
5-8	Chalcedony or citrine (50 gp)
9-12	Moonstone or sardonyx (50 gp)
13-14	Amber or coral (100 gp)
15-16	Red or red-brown garnet, spinel, or tourmaline (100 gp)
17-19	Topaz (500 gp)
19	Fire opal or yellow sapphire (1,000 gp)
20	Jacinth or ruby (5,000 gp)

Sand Shroud

5th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lump of dried mud or clay, which is crumbled during the casting)

Duration: Instantaneous

Sand or loose soil or gravel opens up under a non-living, inanimate object that is Large-sized or smaller and swallows it up instantly, burying it to a depth of 60 feet. The ground above it looks completely undisturbed.

You may also cast this spell on an undead or construct. The creature may make a Dexterity saving throw to avoid being buried. If it fails its roll, it is buried, but can dig its way out eventually.

Sand Sword

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a pound of sand or dry dirt)

Duration: Concentration, up to 1 minute

The sand or dirt you hold becomes a sword of a type of your choice. You may use the sword or give it to someone else to use. It deals damage as normal weapon of that type. However, it is immune to spells that affect metal.

Sap

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of tree sap)

Duration: 1 minute

You choose a point within range. Everything within a 10-foot radius of that point is covered in sticky tree sap.

The area becomes difficult terrain. In order to perform any action that is not purely mental or vocal in nature requires a DC 10 Dexterity ability check first. Creatures in the area lose their Dexterity bonus to AC. Winged creatures cannot fly. A creature under the effects of a *freedom of movement* spell is unaffected by this spell.

Sarcophagus of Death

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a fragment of a sarcophagus)

Duration: 10 minutes

A coffin-shaped rectangle of force forms around one target you can see within range. That target must make a Dexterity saving throw to avoid being trapped inside.

The sarcophagus is completely airtight and cannot be broken from the inside. On the

outside, it is a physical object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends.

Sargasso

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small amount of seaweed and live brine shrimp)

Duration: Concentration, up to 1 hour

You choose a point within range. The area within a 100 foot radius of that point becomes choked with seaweed, turning it into difficult terrain for both ships and swimmers for the duration of the spell.

Scalding Spout

3rd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (an ounce of fresh water)

Duration: Instantaneous

You hold of your hand and a gout of boiling water shoots forth at a target you choose within range. Make a ranged spell attack to hit. On a hit, you inflict 3d10 bludgeoning damage and 2d10 fire damage to the target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell does an additional 1d10 fire or bludgeoning damage, your choice, for each slot level above 2nd.

Scalesnare

6th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a live snake)

Duration: 1 day

You throw a snake at a target. Make a ranged spell attack to hit. On a hit, the snake turns into a magical, grappling tentacle that restrains the target (escape DC equal to your spell save DC).

The snake is an object with AC 15, hit points equal to your hit point total; if it drops to 0 hit points, the spell ends. The snake is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Scapegoat

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (goat hair and a small stone)

Duration: Concentration, up to 10 minutes

You touch the target, who must make a Charisma saving throw. On a failure, all other creatures within 20 feet of the target that have an Intelligence of at least 5 believe that the target is responsible for whatever troubles are plaguing them. They are allowed to make an Intelligence saving throw to come to their senses. This saving throw is at disadvantage if they already have reason to dislike or distrust the target.

Scatterspray

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You point to any group of small, unsecured items (each of which may be no larger than a hen's egg), within range, which must be piled together in an area of no more than 1 square foot, and cause them to fly off in all directions. The DM must decide if the items are hard or sharp enough to cause damage. If

so, all creatures within 20 feet must make a Dexterity saving throw or take 1 to 1d4 points of either bludgeoning or piercing damage, depending on the weight and type of item that is scattered.

Scent of Vengeance

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a token once possessed by the quarry)

Duration: 1 week

You gain the ability to unerringly track any living creature that has directly caused injury or insult to you or to an allied creature, by that creature's smell. This spell does not work on celestials, elementals, fiends, or undead.

You may only cast this spell at the site of the insult or injury. You can follow the scent even if the quarry swims or flies. The only way to throw you off the trail is to use teleportation magic, although you can pick up the trail again from the other side of the teleport.

Screen

8th-level illusion (ritual)

Casting Time: 1 minute

Range: Self (30-foot radius sphere)

Components: V, S

Duration: 8 hours

You protect an area from divination, much the same as a *nondetection spell*, and at the same time create a *programmed illusion* of sight and sound that is detected by anyone using divination magic to spy on that area. You determine the contents of the illusion, but once you set it, you can't change the illusion.

Sea Sight

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You or one willing target you choose can see through water to a range of 100 feet, no matter how dark or murky it is, as if it was crystal clear. This works whether the target is already in the water or on land looking in.

Seal of Destiny

7th-level abjuration (ritual)

Casting Time: 10 minutes

Range: 100 feet

Components: V, M (1 ounce of your blood)

Duration: Permanent

You seal a creature or object against any sort of divination that would reveal its destiny, fate, or role in epic events.

Seal Mouth

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You target a creature within range that is capable of speech. That creature must make a Wisdom saving throw. On a failure, that creature cannot say anything insulting, critical, or otherwise defamatory or disparaging about you—if the target tries, its lips seal shut. You can end this spell at any time, and a *remove curse* is also effective.

Searing Song

4th-level evocation

Casting Time: 1 action

Range: Special

Components: V

Duration: Instantaneous

You sing a deadly song. This can have one of two different effects:

◆ You shout the song. It forms a line of solid air aimed at one target within 60 feet. That creature may make a Dexterity saving throw. It takes 4d10 bludgeoning damage on a failed saving throw, or half as much damage on a successful one.

◆ You touch a creature, and the song's vibrations melt the creature's flesh. You use your spell attack modifier to hit. On a hit, this inflicts 5d10 acid damage.

Although this is a dangerous song, deafness does not protect against it.

Secret Page

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered herring scales and the essence of a will o'wisp)

Duration: Permanent

You touch a piece of paper or a page in a book that has writing on it, and the writing changes to something completely different, of your choice. You may speak a command word to see the original text. A *true seeing* spell will reveal the original text.

Secret Signs

Divination cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You make a particular gesture, place an object in a certain way, or give someone a meaningful look and convey a single thought or idea of up to 10 words in length to one

recipient within 30 feet of you who can see you.

See Through Other Eyes

2nd-level divination

Casting Time: 1 action

Range: 400 feet

Components: V, S

Duration: Concentration, up to 1 minute

You can look through the eyes of any living creature within range. You do not have to see the creature in order to choose it; you merely have to know where it is. You have no ability to control the creature, nor can you hear through its ears.

Seek Teleporter

3rd-level divination

Casting Time: 1 reaction, which you take when someone you can see has teleported away.

Range: Self

Components: V, S

Duration: Instantaneous

You discern the destination of another individual who used spells such as *teleport*, *dimension door*, or *arcane gate*.

Seeking

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch an arrow, slingstone, handaxe, or other object that is fired or thrown at a target. This object then will invariably hit the first creature it is aimed at, even traveling around corners to get to its target and past its normal range. It cannot pass through solid obstructions.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may enchant one additional missile for every spell slot above 2nd.

Segojan's Armor

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an armful of grasses and roots)

Duration: 12 hours

You gather together an armful of grasses and roots which are magically woven together into a suit of armor. This armor provides AC 14 + the wearer's Dexterity bonus.

Seven-Eyes

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (seven gemstones worth at least 50 gp, on which *Bless* has been cast; these gems are not consumed by the casting)

Duration: Concentration, up to 1 minute

You conjure seven magical orbs that float about your head in a ring five feet in diameter. For the duration, you have advantage on all Wisdom (Perception) ability checks that rely on sight, you gain 360°-vision, and you gain truesight with a range of 60 feet.

Each eye has two additional abilities: First, you can use your action to use one eye can cast a spell as if you were using a 7th-level spell slot. Secondly, the eyes can protect you from an attack, without you needing to use an action. Each eye can only be used once to either attack or defend once, after which it vanishes. The seven eyes are as follows:

◆ *Eye of the Mind.* If you are attacked by a spell that would charm or paralyze you, you can choose to have the eye absorb that spell. You can also use the eye to cast *charm person*.

◆ *Eye of the Sword.* If you are attacked by a physical melee or ranged weapon, you can choose to have the eye take the blow itself. You can also have the eye cast *magic missile*.

◆ *Eye of the Mage.* If you are attacked by a spell that inflicts acid, cold, fire, force, or lightning damage, you can choose to have the eye absorb that spell. You can also use the eye to cast *lightning bolt*.

◆ *Eye of Venom.* If you are attacked by anything that inflicts poison damage or the poisoned condition, you can choose to have the eye absorb the poison. You can also use the eye to cast *poison spray*, using your level to determine the damage.

◆ *Eye of the Soul.* If you are attacked by anything that inflicts necrotic damage, you can choose to have the eye absorb the damage. You can also use the eye to cast *inflict wounds*.

◆ *Eye of Artifice.* If you are attacked by an affect from a rod, staff, wand, or ring, you can choose to have the eye absorb the damage. You can also use the eye to cast *dispel magic*.

◆ *Eye of Stone.* If you are attacked by an effect that can petrify you, you can choose to have the eye absorb the effect. You can also use the eye to cast *hold person*.

Shadow Blink

5th-level conjuration

Casting Time: 1 action

Range: 200 feet

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability enter a shadow and move from inside it to inside another shadow within 60 feet. Both shadows must be at least the same size as you. You must use 5 feet of movement to enter a shadow. You can use this transportation ability once per round for the duration.

Shadow Dance

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cobweb that has been touched by moonlight)

Duration: 1 minute

You or one creature you touch is transformed into a translucent, insubstantial shadow.

In this form, the creature can move through a space as narrow as 1 inch wide without squeezing, has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, has advantage on Dexterity (Stealth) ability checks, can take the Hide action as a bonus action when in dim light or darkness, can levitate up to 100 feet, and is immune to falling damage. Finally, the creature can move through other creatures and objects as if they were difficult terrain, and takes 1d10 force damage if it ends its turn inside an object.

Shadow Play

5th-level divination (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a candle)

Duration: Concentration, up to 3 hours

You place a lit candle in the middle of a room that is no larger than 30 feet by 30 feet, and cast this spell. The shadows projected by the candle transform into the shadows of the

room's previous occupants, which them silently act out the events of those creatures. This spell does not replay the actions of undead, constructs, celestials, or fiends.

At Higher Levels. When you cast this spell with a 6th-level or higher spell slot, the shadows will speak in whispering tones, repeating the words that the room's previous occupants said.

Shadowcat

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a black pearl worth at least 100 gp and a cat's claw)

Duration: Concentration, up to 1 hour

You create a cat made of semi-solid shadow. You have full telepathic control over it and can use your action to see, hear, and speak through it. While seeing through the cat's eyes, you have darkvision to 60 feet.

The cat is an object that has AC 15, a speed of 40, hit points equal to your hit point maximum, and has immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons. If it drops to 0 hit points, the spell ends. It can move through a space as narrow as 1 inch wide without squeezing, has the Stealth skill using your proficiency bonus and has advantage on Dexterity (Stealth) ability checks, can take the Hide action as a bonus action when in dim light or darkness. Finally, the cat can move through other creatures and objects as if they were difficult terrain, and takes 1d10 force damage if it ends its turn inside an object. The cat cannot attack but otherwise has the attributes of a normal cat (*Monster Manual*, pg. 320).

Shadowstrike

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You gain the ability to harm a creature by striking at its shadow. The shadow is treated as if it has AC 8 + the creature's Dexterity modifier.

Shandaril's Tracer

5th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Permanent

You place an invisible rune on a single inanimate object. Thereafter, you can concentrate for a minute and learn direction and distance to that object, even if it's on another plane; you can also tell if the object is handled by another creature. If the rune is dispelled or the item is destroyed, you will be instantly alerted.

The rune will be revealed if a *detect magic* or *true seeing* spell is cast on the item. If this happens, you will be instantly alerted. Finally, an object with this spell on it acts as an "associated object" for purposes of teleportation.

Shape Wood

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of sawdust)

Duration: Instantaneous

You touch a wooden object of Medium size and form it into any shape that suits your purpose. The object you create can have

up to two hinges and a latch, but finer detail isn't possible.

Shark Bolt

2nd-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pinch of salt, three shark's teeth, and an ounce of water.)

Duration: Concentration, up to 1 minute

You create a three-foot long, glowing amber-brown shark out of magical force. The shark swims with a speed of 60 and attacks one target you can see within range. It uses your spell attack modifier to attack and on a hit, it inflicts 2d6 piercing damage. It will continue to attack the chosen target for as long as you concentrate on it; you may use a bonus action to redirect it to attack a different creature.

The shark is an object that has AC 16 and 20 hit points. If it drops to 0 hit points, the spell ends.

At Higher Levels. When you cast this spell with a slot of 3rd level or higher, you create one additional shark per spell slot above 2nd level.

Sharptooth

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

This spell can only be cast upon a creature with a bite attack. For the duration, one creature you touch deals +1 damage with its bite attack.

Shellskin

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: 1 minute

One willing creature's skin is altered to become a chitinous substance that grants AC 16 and provides resistance to piercing attacks from nonmagical weapons.

Shoondal's Seeking

3rd-level divination

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S, M (a key, which is consumed by the spell)

Duration: 1 round

You cast this spell and all locks, fastenings, bolts, clasps, and so on within range are illuminated in brilliant gold. In addition, all keys are illuminated as well. If any of the revealed devices are enchanted, they glow ruby instead. This spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Shout

4th-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, M (a drop of honey, a drop of citric acid, and a small cone made from horn)

Duration: Instantaneous

You shout, releasing an ear-splitting noise. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes 5d10 thunder damage on a failed saving throw, or half as much damage on a successful one, and is deafened for 10 minutes. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

All objects and structures take double damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level about 4th.

Simbul's Skeletal Deliquescence

8th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 week

You touch a living creature, which must make a Constitution saving throw. If the saving throw fails, all of the creature's bones turn to jelly for the duration.

The boneless creature can breathe, speak, and perceive, but its move is reduced to 5 feet and it can perform no other actions. The creature also gains resistance to bludgeoning weapons but vulnerability to piercing weapons.

When the spell expires, the creature's bones grow back to normal.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration increases to 1 month.

Simulate Skill

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a magnet and a piece of mirror)

Duration: 24 hours

You touch a corpse that has been dead for no less than 12 hours. For the spell's duration, you gain proficiency with all skills, tools, and weapons that were known to that creature in life. You use your own proficiency modifier when using the stolen skills.

Singing Stone

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small metal chime)

Duration: Permanent

You hum, sing, or play a short tune or recite a poem (one that can be sung in less than a minute) into a stone. Thereafter, whenever if the stone is sharply tapped or completely immersed in water, it plays the tune; if it remains immersed, it will repeat it every ten minutes.

The stone will capture music from no one other than yourself.

Sinister Surroundings

2nd-level illusion

Casting Time: 1 minute

Range: Self (2-mile radius)

Components: V, S

Duration: 1 month

The land within the radius around you becomes grim and dismal-feeling for the duration. The area's appearance is not masked in anyway; it merely becomes foreboding and gloomy. Non-evil creatures are at disadvantage when saving against being frightened while in this area.

Siren Song

4th-level enchantment

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a large conch shell and a pint of water)

Duration: Concentration, up to 10 minutes

You choose one humanoid target within range that you can see. That target hears haunting, beautiful music and must make a Wisdom saving throw or become overwhelmed with the need to find the source.

As the music is illusory, it has no actual source and so the target will wander aimlessly.

The target will ignore all distractions and will attempt to walk through any obstacle that isn't an obvious danger. If the target's companions keep him from finding the source of the music, the target will fight them.

Skip Day

9th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You and up to 8 others within range are instantly transported 24 hours into the future. Unwilling people may make a Charisma saving throw to resist. To outsiders, it appears that you simply disappear.

You appear in the exact spot you disappeared in. If there is something in that spot, you appear within 5 feet of it. There is no guarantee that this area will be any safer than the one you left.

Skull Watch

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (the skull of a humanoid)

Duration: 1 day

You cast this spell while holding a humanoid's skull, then let go. The skull continues to float in mid-air, facing the same direction you had originally pointed. The skull has truesight out to 90 feet and is blind beyond that. If any creature enters its field of vision within 90 feet, it releases a piercing shriek that can be heard up to a quarter-mile

away; at the same time, you are telepathically alerted.

Once placed, the skull does not move and cannot see behind it, so it can be sneaked upon and moved from behind.

If you have multiple *skull watches*, you cannot tell which one has been triggered simply through the mental alert.

Skycastle

9th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a richly-appointed chair, sofa, or other form of seating worth at least 10,000 gp)

Duration: Permanent

You place a special seat in the center of a building of no more than 1 million square feet (a castle and environs; approximately 23 acres) and remain seated in it the entire time you cast this spell. Prior to casting this spell, you must also walk every inch of the building, over and over again, for an entire month.

This spell causes the building and its immediate surroundings to rise into the air. When you sit in the chair, you may move the building upwards to a maximum height of 1,500 feet, or have it fly at a speed of 10 feet.

If this spell is successfully dispelled, the building will float gently downwards for 30 seconds and then plummet the rest of the way. If it falls more than 200 feet, the castle is destroyed and everything inside and underneath it is killed.

Skyhook

2nd-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a metal fishhook)

Duration: 1 hour

You create a solid hook of force that hovers immovably in midair. You may choose to make the hook visible or invisible to everyone else but you.

The hook can support up to 30 tons of weight and can be used as a handhold or as the base of a pulley system. It is too small to be stood on, but it can hold the ropes that hold a platform. The hook cannot be harmed, although flying creatures that collide with it take 1d8 bludgeoning damage.

Skylight Blade

6th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a silent, weightless, magical four-foot-long sword made out of moonlight or sunlight, your choice. Only you may use it, and it cannot be dropped. You use your spell attack modifier to hit. On a hit, it does 2d8 + your spellcasting attribute modifier in radiant damage. Against undead, it does 2d12 + twice your spellcasting attribute modifier in radiant damage. This weapon does not leave visible wounds, except on undead; with them, their substance visibly boils away at the weapon's touch.

If you use a *moonlight blade*, this spell does 2d12 + twice your spellcasting attribute modifier in radiant damage to shapechangers as well as undead.

If you use a *sunlight blade*, anyone hit by this sword must make a Constitution saving throw or be blinded for 1 minute.

In addition, on a successful hit, the target must make a saving throw using its spellcasting ability modifier or lose the ability to cast spells the following round. If the target does not have the ability to cast spells, this has no effect.

Sleepwalking

4th-level enchantment

Casting Time: 1 minute

Range: 100 feet

Components: V, S, M (the crushed petal of a blue lotus flower and a drop of honey)

Duration: Concentration, up to 1 hour

You target one sleeping creature within range; you do not have to see the creature for this spell to work, but you do need to know that it's there. You plant a magical suggestion in that creature's mind (identical to the type made when you cast *suggestion*). Creatures that can't be charmed are immune to this effect; likewise, creatures asleep due to magic cannot be affected. You must word the suggestion in such a manner to make it sound reasonable. The creature may make a Wisdom saving throw to resist. If you or an ally are also using the spell *dream* on the target, the target has disadvantage on the saving throw.

Smite

8th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You pick any point within range and shout out your god's wrath. All creatures within 20 feet of that point must make a Constitution saving throw; you may choose to exempt your allies, if they are in that area. The affected creatures are smote by an intense, obviously divine light.

A creature takes 12d6 lightning damage and is blinded and poisoned for 24 hours on a failed saving throw, or half as much damage and is blinded and poisoned for 1 hour on a successful one.

Smoke Shape

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You may shape masses of smoke, mist, or fog into any shape you want, although you will be incapable of fine detail. Once you have created the desired shape, you may give it a gentle push or blow hard on it, propelling it in one direction with a speed of 30 feet. You can only affect a cloud of smoke up to Large sized. A strong wind will rapidly dissipate the shape.

Snapdragon

3rd-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a snapdragon blossom)

Duration: 1 minute

You pick a point within range. All flowering plants within 20 feet of that point temporarily awaken and become carnivorous. A creature that ends its turn within that area must make a Dexterity saving throw. The creature takes 4d6 piercing damage on a failed saving throw, or half as much on a successful one.

The animated flowers also spit pollen. This causes disabling sneezing and choking while in that area. All creatures have their movement reduced to 10 feet.

Snare

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a snakeskin and a sinew from a large animal)

Duration: Until triggered

You create a snare or simple trap that is almost completely undetectable without the use of magic. In order to locate it, a searcher would need to make an Intelligence (Insight) check with a DC of 25.

At Higher Levels. When you cast this spell with a 5th-level or higher spell slot, the DC increases to 30.

Song of Compulsion

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 hour

You start singing a well-known and mindless travelling song that has many verses. All living creatures within range that can hear and understand you must make a Wisdom saving throw or begin singing along. Neither you nor singing creatures are unable to take offensive actions, cast spells, or using any magic items (unless they would help with the song). A creature may make a new saving throw, at disadvantage, every minute, to end this effect.

Soul Anchor

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You tie the target's life force to a particular building, an estate, or another place with a clearly-defined border, unless the target succeeds at a Wisdom saving throw. While this spell is in effect, the target cannot leave that place unless you or the building's owner (if that is not also the target) grant permis-

sion, or a *dispel magic* or *remove curse* spell is successfully cast on the target.

If the target attempts to leave, the area outside the border becomes difficult terrain, and the target takes 1d10 force damage each time it ends its turn outside the designated place.

Speak with Water

4th-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

You imbue a body of water (or Medium- to Large-sized section of water) with limited sentience and the ability to communicate with you. You can question the water as to the events in the spell's area within the past day, gaining information about creatures and objects that have entered the water or drunk from it.

Special Effects

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Self (10-foot cube)

Components: V, S, M (a represented of the desired effect)

Duration: Permanent

You create a physical effect of a visual, auditory, olfactory, gustatory, or tactile nature in a 10-foot cube. This effect can take nearly any form but cannot be harmful or debilitating. For instance, you can create haunting music that plays on repeat or when a creature enters the area, the scent of pine trees or lemons in a room, make the floor or walls feel spongy, or so on.

Spectral Beast

6th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a bit of tooth, fur, scale, or other body part from the creature you wish to create)

Duration: 1 minute

You create a slightly glowing, ghostly beast or monstrosity that has a challenge rating 6 or lower that erupts from your chest and bounds towards a target. The creature is translucent and utterly silent.

You must use your action to direct its attack; without direction, it will simply stand listlessly. It cannot be charmed, frightened, incapacitated, paralyzed, petrified, stunned, or being rendered unconscious, and it is immune to exhaustion. It cannot cast spells or use innate spellcasting. It otherwise identical to a normal creature of its type.

Sphere of Adaptation

7th-level abjuration

Casting Time: 1 action

Range: Touch (20-foot radius)

Components: V, S

Duration: 24 hours

A glistening, transparent globe forms around one creature you touch and moves with that creature. Other creatures may remain within the sphere as well if they stay close to the target.

The globe contains a self-renewing supply of air and allows no inanimate objects in (it does not prevent undead or constructs from entering). Creatures within the sphere are immune to gasses and respiratory attacks and can breathe underwater or even in a vacuum.

At Higher Levels. If you cast this spell with a 8th-level or higher spell slot, the duration increases to 1 week.

Spirit Mask

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You catch a minor spirit and wrap a part of your soul around it and let it go. While under the effects of this spell, all attempts to use a divination spell on you are misdirected to the spirit instead.

Spirit of Flame

6th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You gain the ability to enter a flame of at least Small size and move from inside it to another flame within 1 miles. You must use 5 feet of movement to enter the fire, and you take no damage from it. You instantly know the location of all fires within 1 miles. You appear in a spot of your choice within 5 feet of the destination fire, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the fire you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

At Higher Levels. When you cast this spell with a higher-level spell slot, you increase the range. When you use a 7th-level spell slot, you increase the range to 5 miles. When you use an 8th-level spell slot, you increase the range to 10 miles. When you use

a 9th-level spell slot, you increase the range to 20 miles.

Splinter Wood

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a wooden object, including trees, of Medium-size or smaller to violently explode. All creatures within 30 feet must make a Dexterity saving throw. A creature takes 3d6 piercing damage on a failed saving throw, or half as much on a successful one. If the wooden object is held by a creature (such as a spear or quarterstaff), the creature who is holding it may not attempt to make a saving throw to avoid damage, but must make a Constitution saving throw or be blinded for 1 minute due to flying splinters (if the creature is wearing something over its eyes, such as a full-face helmet, it is immune).

Spring

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small forked stick, which is thrust into the ground)

Duration: 24 hours

You create a temporary freshwater spring that flows at a rate of 2d6 gallons per minute; if the area is overly arid, then it only produces 1d4 gallons per minute.

Squeaking Floor

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rusty iron hinge)

Duration: 1 hour

A 5-foot-square area of floor squeaks loudly if anything that weighs more than 3 pounds passes over it.

The duration of the spell increases at 5th-level (3 hours), 11th-level (8 hours), and 17th-level (24 hours).

Starharp

6th-level abjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (one of your tears and a tiny harp, carved out of wood, bone, or ivory)

Duration: 1 minute

You softly hum or sing a song and a blue-white, glowing image of a harp, surrounded by little stars of twinkling radiance, that floats in mid-air just above you.

All creatures within 10 feet of you are freed from one effect of being charmed, frightened, incapacitated, or stunned, or it will restore one level of exhaustion. In addition, each round, if you choose to, you may concentrate on a creature within range, and that creature regains 30 hit points. You may continue to concentrate on that individual for multiple rounds, or you may pick a different target.

Sticks to Snakes

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of snakeskin)

Duration: 1 minute

You transform 2d6 sticks into either constrictor snakes (*Monster Manual*, p.320) or poisonous snakes (p.334), with a 50% chance of either. They will fight under your direction.

At Higher Levels. If you cast this spell with a 7th-level or higher spell slot, the sticks turn into giant constrictor snakes (p.324) or giant poisonous snakes (p.327) instead.

Stone Tell

5th-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 10 minutes

You imbue a Medium- or Large-sized rock with limited sentience and the ability to communicate with you. You can question the water as to the events in the spell's area within the past day, gaining information about creatures and objects that have come close to the rock.

Storm

8th-level evocation (ritual)

Casting Time: 10 minutes

Range: Self (10-mile radius)

Components: V, S, M (a lightning rod or a branch from a which has been struck by lightning at least once)

Duration: 12 hours

You cause a horrendous thunderstorm to develop over the course of half an hour and rage for 12 hours. Rain falls at the rate of 1/2 inch per hour.

Once every 10 minutes, you may direct a lightning bolt to hit a target of your choice. If the target is a living being, it may make a Dexterity saving throw. The target takes 4d8 lightning damage on a failed saving throw, or half as much on a successful one.

Succor

8th-level conjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (gemstones totaling at least 5,000 gp, which are consumed in the casting of the spell)

Duration: Until triggered

You enchant a specially-prepared object, such as a statuette, a gemstone, etc., and give it to a willing creature; you also must tell that creature the item's command word). When it speaks the command and breaks or crushes the item, that creature, along with everything it is carrying, is instantly teleported to your home.

Suffocate

7th-level necromancy

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a silk bag studded with black opals worth at least 5,000 gp)

Duration: Concentration, up to 10 minutes.

You draw the breath out of all creatures in range. Each creature in range must make a Constitution saving throw to resist. On a failure, the creature begins to suffocate.

Sunbolt

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small sunstone worth at least 10 gp)

Duration: Instantaneous

You hurl a mote of pure sunlight at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 4d10 radiant damage, and the target and all creatures within 20 feet must make a Constitution saving throw or be blinded for 1 minute.

If the creature has the trait Sunlight Sensitivity or Sunlight Hypersensitivity, they

must succeed on a second Constitution saving throw or take double damage.

Sunscorch

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

An intense blast of heat and light emanates from your hand, forming a narrow beam that curves around obstacles and moves to follow its target, which it strikes unerringly.

The blast deals 2d10 fire damage and 2d10 radiant damage. If the creature is wearing metal armor or a shield, or holding any metal item that is larger than Small, then it takes an additional 1d10 fire damage as the sun heats the metal up to unbearable temperatures.

At Higher Levels. When you cast this spell with a 4th-level or higher spell slot, it does an additional 1d10 fire *or* radiant damage per slot level above 3rd.

Sustain Fire

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Special

One nonmagical fire that is no larger than a Large bonfire is slowed and consumes its fuel at one-tenth its normal rate, while still giving off the normal amount of heat and light. It lasts until it goes out, or 24 hours have passed.

Swim

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of pumice stone)

Duration: 1 hour

Two willing creatures you touch has advantage on Strength (Athletics) ability checks and Dexterity (Acrobatics) ability checks made while swimming, and gains a Swim speed of 40 feet.

At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you may cast this spell on two additional creatures for each slot level above 1st.

Talon's Skitmaster

4th-level illusion

Casting Time: 1 action

Range: Self (10-foot radius sphere)

Components: V, S, M (a pound of sand)

Duration: 3 hours

You draw a square of sand no greater than 20 feet by 20 feet, and tell a story. This spell creates illusions of the creatures and objects in the story, which move and act according to your narration. At the same time, you are covered in shadows—you do not disappear, but your body (although not your voice) seems to fade into the background.

The creatures are slightly translucent and are obviously illusions. They cannot move past the sandy line and are completely insubstantial and silent—you must produce the voices and sound effects. However, you can direct the illusions to appear to interact with living creatures and physical objects, if you wish.

If you stop narrating the story or performing actions (including singing or additional spellcasting) that enhance the story, take a break longer than 15 minutes, or step beyond the boundary of the sandy line, the spell ends.

If you cast a spell such as *enthrall* while using this spell, the targets are at disadvantage on their saving throws.

Talon's Soundmaster

4th-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ivory cube at least 1 inch square)

Duration: 24 hours

You record up to six sounds that you, personally have heard. The sounds can be as soft or as loud as you wish, but can never be so loud as to cause harm. Each sound can be no more than 1 round in length and do not have to be audible while you are casting the spell.

At any point during the spell's duration, you may firmly press one of cube's sides and it will release the sound. Each sound can only be called forth once.

Talon's Waterproof

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of water)

Duration: 1 hour

You touch an item or object of Large size or smaller. For the duration, the object is immune to getting wet from natural water, such as rainfall. This spell offers no protection from water-based attacks or spells. Full immersion in water breaks the spell.

Tame Animal

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

You aid a beast in some way, such as by freeing it from a snare or defending it from a predator, and then cast this spell. The creature may make a Wisdom saving throw. If it fails, it will permanently become charmed by you. It will see you as a trusted ally.

Depending on the nature of the creature, it may or may not decide to follow you. If it doesn't, it will remember you the next time it sees you and still consider you a friend.

Any action that removes the charmed effect from the creature will instantly end this spell. How it reacts depends on how well you treated it.

Tasirin's Haunted Sleep

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

One creature you touch must make a Wisdom saving throw or fall into a deep sleep. The creature cannot be awoken from this sleep except by using the spells *dispel magic*, *lesser restoration*, or *remove curse*. Creatures that can't be charmed are immune to this effect. If the creature is already asleep, it makes the saving throw at disadvantage.

While the target is asleep, you may project images and emotions into the its mind. The subject will then have dreams or nightmares based on those images. The exact results are up to the DM, depending on the content of the sent images.

You may also place a *suggestion* into the target's mind. The creature may make a Wisdom saving throw to resist. It will then follow the suggestion when it awakens.

Tattoo of Power

6th-level evocation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (tattoo inks worth 10 gp per spell level and a needle, all of which is consumed in the casting of this spell)

Duration: Until triggered

You tattoo a spell onto a willing creature's skin. While you cast this spell, you also cast the spell you wish to tattoo—you may use a higher-level spell slot when casting that spell, if you wish. The creature may release the spell at any time by touching it and speaking a command word. This causes the tattoo to disappear and that spell to be cast.

Each tattoo takes up two square inches per level. Up to two spell levels can be tattooed on a neck, up to four levels can be tattooed on an arm, up to six levels can be tattooed on a leg, and up to ten levels can be tattooed on the chest or back.

No more than four different *tattoos of power* can be placed on a single individual at a time.

Telepathic Broadcast

5th-level evocation

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (a pinch of desiccated tissue from a telepathic or psionic creature)

Duration: Concentration, up to 1 minute

You can broadcast your thoughts, emotions, or instructions to all creatures you choose within range who can understand your language. This is one-way communication; the recipients cannot speak back.

Teleport Object

3rd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You may teleport a Small-sized inanimate object weighing 1 pound or less to any location on the same plane as you. The destination you choose must be familiar to you, and your familiarity with the destination determines whether the object arrives there successfully. The DM rolls 1d100 and consults the table.

		Similar	Off	On
Familiarity	Mishap	Area	Target	Target
Permanent circle	—	—	—	01-100
Associated object	—	—	—	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100

This spell otherwise acts exactly as the *teleport* spell.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, you double the weight of the item you can send for each spell slot above 3rd. (2 pounds with a 4th-level slot, 4 pounds with a 5th-level slot, 8 pounds with a 6th-level slot, 16 pounds with a 7th-level slot, 32 pounds with a 8th-level slot, and 64 pounds with a 9th-level slot.)

Tenfold Ironguard

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of iron filings and a drop of aqua regia)

Duration: Concentration, up to 10 minutes

You and up to seven other willing targets become completely intangible to metal items. A target is immune to bludgeoning, piercing, and slashing damage from nonmagical metallic weapons. It can pass through metal bars, gates and the like as if they were difficult terrain (a creature takes 1d10 force damage if it ends its turn inside a metal structure).

Each target may specify one metal object that they are holding while you cast this spell. The target will be able to continue holding that item for the duration. If that item is a container of some sort, it can continue hold other metal items inside of it.

Tenser's Hunting Hawk

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a hawk's wing feather)

Duration: Concentration, up to 1 minute

You touch an arrow, which is then fired from a bow. As soon as it leaves the bow, the arrow turns into a hawk (*Monster Manual*, p.330). The hawk will then attack. You may use a bonus action to direct its attack. When the duration expires, or the hawk is slain, it reverts back to an arrow and falls.

If you cast this spell on a magical arrow (except for an *arrow of slaying*), the hawk retains the magical properties. For instance, if cast on an *arrow +1*, the hawk gains +1 to attack and damage.

At Higher Levels. When you cast this spell with a 3rd- or 4th-level spell slot, the arrow transforms into an eagle. When you cast this spell with a 5th-level or higher spell slot, the arrow transforms into a giant eagle.

Tentacles

6th-level transmutation

Casting Time: 1 action

Range: Self (10-foot long tentacles)

Components: V, M (a dried octopus tentacle)

Duration: Concentration, up to 1 hour

Two 10-foot-long greenish tentacles grow out of your body. You may use them as additional arms. They grant you one additional attack: you may use the tentacles to wield weapons, using your proficiency bonus, or to slam an opponent, using your spell attack modifier.

If you use them to slam, they inflict 2d6 + your Strength modifier in bludgeoning damage, and if the creature is your size or smaller, it is grappled (escape DC equal to your spell save DC) and restrained until the grapple ends. You may only grapple as many creatures as you have available tentacles. At the beginning of each of your turns, you constrict, inflicting an additional 1d6 bludgeoning damage as long as the creature is restrained.

Each tentacle has AC 11 + your Dexterity modifier and 8 hit points. Damage inflicted on a tentacle does not harm you.

At Higher Levels. When you cast this spell with a 7th-level or higher spell slot, you grow an additional tentacle for each spell slot higher than 6th level.

Tentacle of Withering

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small bone and a piece of rubber)

Duration: Concentration, up to 1 minute

One of your arms transforms into a wriggling gray tentacle with sticky suction cups.

You can use this tentacle to pick up objects with ease. The tentacle is 30 feet long.

If you strike someone with this tentacle, it does 1d6 + your Strength ability modifier in bludgeoning damage, plus 2d8 necrotic damage. In addition, the DM rolls on the following table to determine hit location and the effect that has:

d8	Body Part	Effect
1-6	Limb	That limb is paralyzed until the end of your next turn. If it's an arm, you cannot hold a weapon or shield in that hand. If it's a leg, you must make a DC 15 Dexterity check or fall prone.
7-8	Head	The creature is blinded or deafened until the end of your next turn.

On a successful hit, you may choose to grapple that creature (escape DC is equal to your spell save DC). As long as the grapple remains in effect, that target is restrained. At the start of each of your turns, you inflict an additional 2d8 necrotic damage.

Thief's Lament

3rd-level abjuration

Casting Time: 1 action

Range: Self (30-foot cube)

Components: V, S, M (a silver key)

Duration: 1 hour

You ward an area against mundane thievery. All creatures who enter the area are at disadvantage when using thieves' tools, when attempting a sneak attack, and when using Sleight of Hand or Stealth.

At Higher Levels. When you cast this spell with a higher-level spell slot, you increase its duration. When you use a 5th-level spell slot, the duration increases to 12 hours.

When you use a 7th-level spell slot, the duration increases to 24 hours. When you use a 9th-level spell slot, the duration increases to 1 week.

Thornwrack

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and cause long, painful thorns to grow out of its flesh, piercing the skin from the inside. A thorn takes 1 round to grow and inflicts 1d4 + your spellcasting ability modifier in piercing damage each round. After each minute, the creature must make a Constitution saving throw or fall unconscious from the pain.

Throbbing Bones

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, M (a small bone that you snap in half)

Duration: Concentration, up to 1 minute

You choose one target you can see within range. That creature's bones begin to throb and pulsate. Plants, oozes, and other creatures that do not have bones (or other creatures that only have cartilage or an exoskeleton) are immune to this spell.

The pain the creature suffers due to this spell causes it to be at disadvantage for all attack rolls and ability checks, and its speed is reduced by 10 feet. In addition, the target must make a Constitution saving throw each round. The creature takes 1d10 bludgeoning damage on a failed saving throw, or half as much on a successful one.

Thump

Evocation cantrip

Casting Time: 1 reaction, which you take when another creature attacks you

Range: Touch

Components: V, S, M (a fan, book, rolled-up scroll, or other non-weapon object you can hold in one hand)

Duration: Concentration, up to 1 minute

You smack a hostile, attacking creature with the item you are holding on the head, face, or hand, forelimb, or paw while berating it, using an unarmed attack or your spell attack modifier to hit. The creature must make a Wisdom saving throw or be stunned for 1 round.

Thunderball

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S M (an amber rod)

Duration: Instantaneous

An explosion of lightning and crash of thunder erupts for a point you choose within range. All creatures within 20 feet of that point must make a Constitution saving throw. A creature takes 1d6 lightning damage and 1d6 thunder damage and is deafened for 1 minute on a failed saving throw, or takes half as much damage and is deafened for 1 round on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 lightning and 1d6 thunder damage for each slot level above 2nd.

Timed Stasis

7th-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a platinum spring worth at least 500 gp)

Duration: Special

You touch an inanimate object and it put in stasis. The object can be handled, moved, or carried, but it cannot be damaged, opened, or otherwise affected in any way, even by yourself.

This spell lasts for as long as you wish, up to for 1 month, plus a number of months equal to your spellcasting ability modifier. You may use an action to dismiss the spell at any time.

Timelessness

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gemstone worth at least 1,000 gp and a cylinder of obsidian, both of which are crushed in the casting)

Duration: 1 month

You touch a creature, who, if unwilling must make a Wisdom saving throw. If it fails, that creature is removed from time. You may declare while casting the spell how long you want this state to continue, up to 1 month.

A creature that has been removed from time is paralyzed, does not age, and does not need to eat, drink, breathe, or sleep. It is immune to all forms of damage and all conditions.

A creature under the effect of this spell can only be freed by casting a *wish*.

Touch of the Styx

7th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

One creature you touch must make an Intelligence saving throw or completely forget the events of the previous 24 hours. These memories are forever gone and can only be retrieved by the use of a *wish* spell.

Transmute Bone to Steel

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (steel filings and powdered bone)

Duration: Permanent

You touch a dead skeleton or any object made out of bone and give it the tensile strength and durability of steel. If you touch a skeleton, you may then animate it as a skeleton. The undead skeleton then has AC 17.

Transmute Rock

This are new variants of the spell *transmute rock* that appears in the *Elemental Evil Player's Companion*, pg.22.

◆ **Flowstone.** You cause normal rock to flow like thick syrup, allowing it to move around objects, be directed into a mold and then allowed to harden, etc. This version of the spell has a duration of 1 minute.

◆ **Transmute Sand to Stone.** Nonmagical sand in the area no more than 10 feet deep transforms into sandstone for the spell's duration. This is otherwise identical to the *transmute mud to rock* version of this spell.

◆ **Transmute Snow to Stone.** Nonmagical snow or ice in the area no more than 10 feet deep can be transformed into a soft, porous white rock such as soapstone or talc, or into chalk. This is otherwise identical to the *transmute mud to rock* version of this spell.

◆ *Transmute Stone to Sand.* Nonmagical rock of any type, including gemstones, is transformed into an equal volume of sand. This is otherwise identical to the *transmute rock to mud* version of this spell.

◆ *Transmute Stone to Snow.* Nonmagical stone of any type is transformed into an equal volume snow. This is otherwise identical to the *transmute rock to mud* version of this spell.

Trick

5th-level illusion

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a ball of wax)

Duration: 1 hour

You switch your appearance and the sound of your voice with one creature of similar size and shape within range that you can see: you look like that creature and it looks like you. The creature makes an Intelligence saving throw to resist, but at disadvantage if it is unaware of you.

True Name

6th-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a potion of mind reading, which you must consume while casting this spell)

Duration: Instantaneous

You target a celestial, fey, fiend, or other creature within range that has a hidden true name. That creature must make a Charisma saving throw. On a failure, you learn that creature's true name.

At the same time, you must make an Intelligence saving throw equal to 8 + the total of the creature's Intelligence, Wisdom, and Charisma attribute modifiers. If you fail, the

creature you targeted learns your name and appearance.

Unburn

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small vial of water)

Duration: Permanent

You cast this spell on anything that has been burned within the last 24 hours. It conjures of a hand-sized black flame that radiates cold and shadow, which proceeds to "unburn" the burnt material, taking it back to its pre-fire state. Anyone who touches this flame will take 1 point of cold damage. It will not reverse burn damage to living creatures and will not restore hit points lost to fire damage. If a living creature died due to fire damage, this spell will remove the burns from the corpse, but will not restore the creature to life.

Like normal fire, this black flame spreads and grows, consuming all burnt items until 24 hours have passed or it runs out of burnt material to consume.

If the original fire reduced an object to ashes, and some of those ashes have blown away, then this spell will restore the item with gaps.

Because rust is a form of oxidation, the black flame will reverse the effects of rust, tarnish, and corrosion on metal.

Vaporize

8th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a bit of ash and spittle)

Duration: Instantaneous

You pick a point within range. All rock, earth, stone, metal, crystals within a 20-foot radius cube that is centered on that point vanish, turned into a dense, billowing fog that eventually evaporates. The fog provides light concealment and can be blown away with a stiff breeze.

Creatures made of rock, earth, metal, or crystal must make a Constitution saving throw. A creature takes 10d10 force damage on a failed saving throw, or half as much on a successful one.

Venomdust

3rd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 month

You create an ounce of highly toxic dust, which you can sprinkle on objects (or parts of an object) that are no larger than to 1 square foot. The *venomdust* adheres to the material and cannot be blown or washed off. It stays potent for 1 month.

A creature that touches an object with bare hands or thin gloves must make a Constitution saving throw. The creature takes 6d10 poison damage and is poisoned for 1 hour on a failure, or no damage but is poisoned for 1 hour on a success.

Venomous Blade

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of poison)

Duration: Special

You magically cover one bladed weapon or three projectile or thrown weapons with a deadly contact poison. This poison remains

effective for three successful strikes on a blade, or for one use each on a missile.

Each blow inflicts an additional 2d6 poison damage, and the target must make a Constitution saving throw or be poisoned for 1 minute.

At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, you may use the blade for one additional strike, or poison one additional missile, for each slot level above 2nd.

Vision Stone

4th-level divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (the gemstone to be enchanted, which must be worth at least 50 gp each), an eyelash, and a tooth from any creature)

Duration: Until triggered

You enclose a telepathic message in one to five gemstones and set the circumstances under which the message will be revealed. When a creature holds a vision stone in the criterion is met, the message is transmitted telepathically to that creature. The message can be 50 words long or a one-minute silent vision. All vision stones created with a single casting of this spell must share the same language.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you may create an additional two stones for each slot above 4th level.

Wail of the Banshee

6th-level necromancy

Casting Time: 1 action

Range: Self (30 feet radius)

Components: V, S, M (a lock of hair from an evil female elf)

Duration: Instantaneous

You cry out loudly and up to 12 living creatures within range you can see must make a Constitution saving throw. A creature drops to 0 hit points on a failure, or takes 3d6 psychic damage on a success.

Warning Shout

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You can shout a single word (such as "Help!" or "Orcs!"), which is magically amplified loud enough to be heard a half-mile away. You must be outside to cast this spell.

Watching Shadow

4th-level divination

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 1 round

You create a mobile shadow that sends you visual information in a way similar to an *arcane eye*. You can direct it to move along walls and the floor with a speed of 60 feet, and can pass through a crack as narrow as 1 inch without squeezing. You may use your action to change the shadow's shape.

Weapon of the Earth

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a chunk of iron ore)

Duration: 1 minute

You pick up a chunk of rock and turn it into a one-handed melee weapon of your choice. While it is made of stone, it inflicts

damage as a normal weapon of its type; it is also immune to effects that target metal.

Weapon Return

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a throwing weapon; you may use this weapon or give it to someone else to use. When it is thrown, it will instantly return to the thrower's hand and can be used again the following round.

Web of Shadows

6th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of spider web)

Duration: 12 hours

You fill an area 40 cubic feet with shadow-grey, intangible strands of force that resembles a giant spider web. The webbing is almost invisible. It requires a DC 18 Investigation check to locate them. Once created, these webs cannot be harmed by any nonmagical attacks.

Any creature who enters the web has its movement slowed to 10 feet. Each round a creature ends its turn in the webbing, the creature must make a Constitution saving throw. The creature takes 3d10 cold damage on a failed saving throw and has its Strength reduced by 1; the creature takes half as much damage on a successful check and does not lose Strength. Lost Strength returns after the creature takes a long rest.

Weapon Shift

2nd-level transmutation

Casting Time: 1 action

Range: Touch
Components: V, S
Duration: 1 minute

You change one hand-held, nonmagical weapon into an entirely different one that you are proficient in. The weapon's material remains the same (you cannot turn a wooden club into a steel sword, for instance). You cannot give this weapon to anyone else to use.

Whip of Flame

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a lump of charcoal)

Duration: 1 minute

You create a ten-foot long, flaming line of magical force, which you can use as a whip. You use your spell attack modifier to attack. On a hit, it does 4d10 fire damage. It can also be used to set combustibles alight.

Whispers

2nd-level divination (ritual)

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You direct the breezes to carry the sounds of distant conversation to you. You can hear what any speaking creature you can see within range as clearly as if they were right next to you.

Wingbind

5th-level evocation

Casting Time: 1 action

Range: 400 feet

Components: V

Duration: Concentration, up to 1 minute

You create a web of force that wraps around the wings and body of any one flying creature within range. The creature is grappled (escape DC equal to your spell save DC) and restrained as long as the grapple remains.

Wing Gifting

4th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 1 hour

One willing creature you touch gains a pair of wings. The creature's flying speed is double your walking speed, and the creature gains one additional ability, depending on the type of wing:

◆ **Butterfly Wings.** These wings grant the bearer the ability to flutter—the bearer moves in an erratic fashion. While in the air, any creature targeting the bearer with a melee or missile weapon attack are at disadvantage to do so.

◆ **Dragon Wings.** These wings grant the bearer a wing buffet attack, which can be used as a bonus action. This attack has a reach of 10 feet and inflicts 1d4 + the bearer's Strength modifier, and that creature must make a Strength saving throw, with a DC equal to 8 + the bearer's Strength modifier, or fall prone.

◆ **Dragonfly Wings.** These wings grant the bearer the ability to hover.

◆ **Eagle Wings.** These wings grant the bearer the ability to make a dive attack. If that creature dives at least 30 feet straight towards a target and then hit it with a melee weapon attack, the attack deals an additional 1d10 damage to the target.

Wolfjaws

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a wolf's tool)

Duration: 1 minute

You transform your hand into a pair of powerful, wolf-like jaws. You use your spell attack modifier to attack. On a hit, you inflict 2d8 + your Strength modifier in piercing damage and, if you choose, the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the target is restrained and you can't bite another target. At the beginning of each of your turns, you inflict an additional 1d8 piercing damage for as long as the grapple remains in effect.

Wyvern Watch

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 12 hours

You create a cloud of mauve smoke in roughly the shape of a wyvern, which you set to guard an area. If a creature of Small size or larger approaches within 10 feet, the wyvern strikes and the creature must make a Dexterity saving throw or be paralyzed for 1 minute.

As soon as a creature has succumbed to the wyvern's attack, or when 12 hours has passed, the wyvern will dissipate.

Year Stealing

8th-level necromancy (ritual)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (the blood of the intended victim, a glass screen, and a black candle)

Duration: Permanent

You take the blood and use it to inscribe ritualistic runes on the screen, all the while holding the lit candle. At the end of the casting, the creature's whose blood you are using must make a Constitution saving throw. The creature takes 6d6 necrotic damage and your age is reduced by a number of years equal to half the amount of damage inflicted. If the creature takes enough damage to kill it, it will look as though it died of old age.

Zone of Deception

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a magical zone that guards against the truth in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak the truth while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it doesn't want to lie. Such a creature can hint at the truth as long as the bulk of its statement is a lie.

Abjuration

0th-Level (Cantrip)

Banish Dazzle
Death Prayer
Hold Portal
Rainshield
Ritual Strength
Squeaking Floor
Talon's Waterproof

1st Level

Fire Aura
Protective Amulet
Sacred Guardian
Segoan's Armor
Spirit Mask

2nd Level

Agra's Ambush
Elude Blow
Exorcisms
Favor of Good Luck
Fireproof
Preservation
Revenance

3rd Level

Amulet
Favor of Amelioration
Glyph of Warding (new variant)
Impenetrable Falsehood
Mordenkainen's Defense
 Against Beasts
Mordenkainen's Defense
 Against Slimes
Resist Turning

4th Level

Chant
Guardian Weapon
Guardian Seal
Hiding Place
Ilyykur's Mantle
Invisibility Purge

Mass Protection from Evil
 and Good
Mordenkainen's Defense
 Against Lycanthropes
Thief's Lament

5th Level

Favor of the Ocean Winds
Fireward
Resist Magic

6th Level

Mass Protection from Energy
Starharp

7th Level

Breath of Life
Seal of Destiny
Seven-Eyes
Sphere of Adaptation
Tenfold Ironguard

9th Level

Ancient Curse
Elminster's Effulgent
 Epuration

Conjuration

0th-Level (Cantrip)

Erik's Quills
Legerdemain
Liquid Orb
Nature Call
Thump

1st Level

Hail of Stone

2nd Level

Create Campsite
Prismal's Handy Mirror
Sap
Thunderball

3rd Level

Mystic Rope
Nectar
Restore Earth
Teleport Object

4th Level

Bands of Sirellyn
Dimensional Anchor
Everfull Quiver
Iron Maiden

5th Level

Blessed Abundance

6th Level

Conjure Divine Minion
Moonbow
Horn of Plenty
Web of Shadows

7th Level

Conjure Beast Spirits
Cyclone Chariot
Rain of Terror

8th Level

Chariot of Sustarre
Glass Storm

9th Level

Black Blade of Disaster
Call
Estate Transference
Mage Tunnel
Power Word Banish
Rising Colossus

Divination

0th-Level (Cantrip)

Empathy
Idea
Secret Signs

1st Level

Assess Value
 Compass
 Death Candle
 Detect Metals and Minerals
 Detect Harmony
 Detect Secret Passages and
 Portals
 Fire Truth
 Sea Sight

2nd Level

Death Recall
 Detect Charm
 Ground Trace
 See Through Other Eyes
 Whispers

3rd Level

Astral Awareness
 Isolde's Answer
 Know Customs
 Read Object
 Seek Teleporter
 Shoondal's Seeking

4th Level

Memory Road
 Projected Magnification
 Rastor's Mystical Spy
 Vision Stone
 Watching Shadow

5th Level

Converse
 Glyph of Revealing
 Rary's Replay
 Shadow Play
 Shandari's Tracer

6th Level

Prophecy
 True Name

7th Level

Pool of Deeds

8th Level

Divine Truth

Enchantment**0th-Level (Cantrip)**

Distraction

1st Level

Alert Vigil
 Animal Animosity

2nd Level

Bliss
 Immurk's Distraction
 Intensify Sensation
 Nap
 Otto's Soothing Vibrations
 Zone of Deception

3rd Level

Anesthesia
 Animal Trick
 Comfort
 Hibernation
 Song of Compulsion

4th Level

Blessed Forgetfulness
 Despair
 Fire Charm
 Music of the Spheres
 Otto's Drums
 Siren Song
 Sleepwalking

5th Level

Impending Permission
 Love Charm
 Nature's Charm
 Oathbinding
 Scapegoat
 Tame Animal
 Tasirin's Haunted Sleep

6th Level

Obedience

7th Level

Endless Dance
 Legal Thoughts
 Mass Dominate Person
 Mindkiller
 Nymph's Beauty
 Power Word Sleep
 Soul Anchor
 Touch of the Styx

8th Level

Call of Despair
 Disbelief

9th Level

Bad Medicine
 Chain Madness

Evocation**0th-Level (Cantrip)**

Bigby's Bookworm Bane
 Call Upon Faith
 Darsson's Cooling Breeze
 Disarm
 Fiery Eyes
 Flashpuff
 Hailstone
 Handcandle
 Helping Hand
 Odeen's Magic Cloud
 Scatterspray
 Warning Shout

1st Level

Beneficence
 Dancing Fire
 Diction
 Frost Fingers
 Ladder
 Magical Tether

2nd Level

Bigby's Dexterous Digits
Decastave
Fiery Fists
Fire Arrows
Firestaff
Hurl Rock
Shark Bolt
Skyhook
Wyvern Watch

3rd Level

Acid Lash
Archer's Redoubt
Castigate
Darkbolt
Dig
Dragon Breath
Frost Whip
Javelin
Nchaser's Glowing Globe
Nystul's Radiant Baton
Otiluke's Orb of Containment
Scalding Spout
Seeking
Sunscorch
Venomdust
Whip of Flame

4th Level

Animate Flame
Bigby's Force Sculpture
Chant
Control Temperature
Hurl Thunderbolt
Ice Blade
Lightning Shield
Nystul's Blacklight Burst
Searing Song
Shadowstrike
Shout
Sunbolt

5th Level

Ballant's Stonestrength
Bestow Enchantment

Chromatic Blade
Draw Upon Holy Might
Electric Bow
Sand Shroud
Sarcophagus of Death
Shadow Blink
Telepathic Broadcast
Thornwrack
Transmute Rock (new variants)
Wingbind

6th Level

Catching Chain
Channel Flame
Lightning Curtain
Obold's Brightness
Skylight Blade
Spirit of Flame

7th Level

Acid Storm
Ballant's Stonesplit
Biting Shadow
Bolt of Glory
Flame Harvest
Hovering Road
Otiluke's Siege Sphere

8th Level

Crown of Angels
Gunther's Kaleidoscopic Strike
Heartseeker
Hornung's Random Dispatcher
Lightning Storm
Otiluke's Fire and Ice
Smite
Succor
Storm

9th Level

Death Pact
Harp of War
Heart Call
Skip Day

Illusion

0th-Level (Cantrip)

Deepen Shadows
Haunting

1st Level

Calder's Starry Sky
Color
Creeping Darkness
Elonia's Glamer
False Tracks

2nd Level

Beastmask
Call Society
Circle of Privacy
Drawmij's Scent Mask
Echoes
Leomund's Trap
Moon Rune
Sinister Surroundings

3rd Level

Conceal Item
Dire Charm
Doomhound
Encrypt
Fool's Speech
Merchant's Glamer
Nightscar
Phantom Arms and Armor

4th Level

Fool's Gold
Instant Audience
Mirage
Mirage of Despair

5th Level

False Vision
Lorloveim's Creeping Shadow
Shadowcat
Talon's Skitmaster
Talon's Soundmaster

Trick

6th Level

Spectral Beast

8th Level

Screen

Necromancy

0th-Level (Cantrip)

Bloodbridge

Pain

1st Level

Blood Bond

Exterminate

Ray of Fatigue

2nd Level

Ancestral Blessing

Skull Watch

3rd Level

Bestow Curse (new variants)

Curse Tablet

Ray of Paralysis

4th Level

Agitate Wounds

Bone Seize

Burning Blood

Chilling Scythe

Cursed Image

Enervation

Kiss of Torment

Return to Earth

Sacred Strike

Simulate Skill

5th Level

Animal Transfer

Break Limb

Deathmaster's Vial

Possess

Rain of Blood

Rising Rot

Throbbing Bones

6th Level

Animate Blood

Arrow of Bone

Dead Man's Eyes

Graft

Major Curse

Nerve Dance

Poison

Wail of the Banshee

7th Level

Breath of Death

Corpse Host

Suffocate

8th Level

Lifeblend

Longevity

Mass Contagion

Quench the Spirit

Year Stealing

9th Level

Body Link

Energy Drain

Heart of Stone

Transmutation

0th-Level (Cantrip)

Allergy Field

Alter Instrument

Blacksteel

Candletrick

Copy

Druidcraft (new variants)

Fertility

Handfang

Leaf into Dagger

Odeen's Magic Tailor

Orison

Phantom Plow

Smoke Shape

Sustain Fire

1st Level

Adhesion

Arrowflight

Augment Artistry

Drawmij's Breath of Life

Ease Labor

Erase

Favor of the Earth

Filth's Bane

First Strike

Fist of Stone

Gift of Speech

Hair

Laeral's Cutting Hand

Reed Staff

Secret Page

Sharptooth

Special Effects

Swim

Weapon of the Earth

2nd Level

Banish Blight

Body Blades

Cook

Deeppockets

Drawmij's Light Step

Drawmij's Swift Mount

Drenal's Stone Flame

Fang Fist

Favor of Serendipity

Favor of Ill Luck

Frostfire

Grassdart

Mistaken Missive

Otto's Chime of Release

Scent of Vengeance

Splinter Wood

Tenser's Hunting Hawk

Venomous Blade

Wolfjaws

3rd Level

Amanuensis
Bearhug
Blossom
Boon of Fortune
Drought
Entomb
Farspeaker
Lightning Rod
Mass Jump
Sand Sword
Shadow Dance
Shape Wood
Singing Stone
Snapdragon
Snare
Weapon Return
Weapon Shift

4th Level

Adamantine Mace
Alter Path
Barrier Reaver
Control Vapor
Create Darkenbeast
Darsson's Potion
Depress Resistance
Drawmij's Instant Exit
Favor of the Flying Horse
Glasse
Holy Flail
Log to Lizard
Needlestorm
Pit
Rusting Grasp
Sargasso
Shellskin
Speak with Water
Sticks to Snakes
Wing Gifting

5th Level

Age Object
Battlelode
Cloud of Purification
Cloud of Putrefaction
Force Shapechange

Hard Water
Magnetism
Mass
Metal Shape
Pillar of Borogar
Spring

6th Level

Age Animal
Curse of Lycanthropy
Distort Life
Dusts of Death
Earthmaw
Imbue with Purpose
Ironwood
Laughing Water
Scalesnare
Stone Tell
Tattoo of Power
Tentacles
Tentacles of Withering

7th Level

Amorphous Blob
Duo-Dimension
Glassteel
Gullship
Intensify Nature
Prismal's Pictograph
Right of Might
Timed Stasis
Transmute Bone to Steel

8th Level

Airboat
Alter Beast
Circle of Blindness
Crystalbrittle
Evolve
Khelben's Blackstaff
Laeral's Invisible Blade
Magic Susceptibility
Power Word Blind
Sand Gems
Simbul's Skeletal Deliquescence
Unburn

Vaporize

9th Level

Ivy Siege
Renew Deposit
Skycastle
Timelessness

Ritual Spells

Adhesion
Age Animal
Airboat
Alter Beast
Amanuensis
Amorphous Blob
Amulet
Ancestral Blessing
Anesthesia
Assess Value
Banish Blight
Blessed Forgetfulness
Blood Bond
Blossom
Breath of Death
Breath of Life
Calder's Starry Sky
Call
Chariot of Sustarre
Circle of Privacy.
Color
Cook
Create Campsite
Creeping Darkness
Corpse Host
Curse Tablet
Cursed Image
Death Candle
Death Pact
Death Recall
Deathmaster's Vial
Deppockets
Detect Harmony
Detect Metals and Minerals
Diction
Dig

Distort Life
Drought
Ease Labor
Estate Transference
Evolve
Exorcism
Filth's Bane
Fire Truth
Fireproof
Fool's Speech
Glyph of Revealing
Graft
Guardian Seal
Guardian Weapon
Gullship
Hair
Hard Water
Heart of Stone
Heartseeker
Hovering Road
Imbue with Purpose
Immurk's Distraction
Isolde's Answer
Know Customs
Legal Thoughts
Leomund's Trap
Lifeblend
Magic Tether
Nectar
Oathbind
Obedience
Odeen's Magic Tailor
Pit
Possess
Preservation
Prophecy
Protective Amulet
Rary's Replay
Renew Deposit
Ritual Strength
Sacred Guardian
Sand Gems
Scent of Destiny
Screen
Seal of Destiny
Secret Page

Segoan's Armor
Shadow Play
Skycastle
Special Effects
Storm
Succor
Tattoo of Power
Timed Stasis
Whispers
Year Stealing